Kyaw Ye Thu

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PUBLICATION

[1] [Under Review] **WHEN TOM EATS KIMCHI: Evaluating Cultural Awareness of Multimodal Large Language Models in Cultural Mixture Contexts**, 2025

WORK EXPERIENCE

KAIST (U&I Lab x XFACT Lab)
Student Researcher   *Aug 2024 - Feb 2025, Korea*

Benchmark Construction: Developed an image augmentation pipeline and compiled 2.5K images as a cross-cultural VQA benchmark encompassing five countries for the evaluation of cultural awareness of multi-modal large language models

Evaluation of Models: Evaluated GPT-4o, InternVL, and GLM-4v on the benchmark developed, analyzing their cultural awareness

Result Analysis & Paper Publication Conducted data visualization, extracted key insights, and co-authored a research paper on findings

Thate Pan Hub
CS Instructor   *Nov 2021 - May 2022, Myanmar*

AI and Programming Courses Teaching: Taught introductory AI classes (machine learning, NLP, geo-spatial AI, and AI ethics) and guided students to build their own classification models as a final project.

Hackathon Organization: Helped organize Hub&Hack, a national hackathon for teenagers across Myanmar. Offered participants technical training potentially needed to participate

Data Analytics Training: Conducted SAP Analytics Cloud training across Myanmar, equipping learners with data analysis and visualization skills as part of the ASEAN Data Science Explorer competition.

Social Contribution

KISA (KAIST International Student Association)
Welfare Division Member   *Feb 2023 - Dec 2023, Korea*

- Contributed to the operation of various events and welfare programs for KAIST international students, such as KAITalk (Alumni Talk) and Freshmen Night
- Contributed as a host (MC) of the Food Festival, the biggest international spring festival of KAIST

ASCEND (Multi-sports Student Club)
Futsal Division Head   *Jan 2024 - Dec 2024, Korea*

- Led the rule enforcement, scheduling, and other logistics of two of the biggest futsal events in KAIST, Futsal tournament of Sports Festival (2023, 2024) and ASCEND Futsal League (AFL)

SUMMARY

A junior CS undergraduate specializing in AI since 2021. Interested in solving intelligence and graphics-related problems from both hardware and algorithmic perspectives. Currently focusing on system for AI to accelerate training models and visual computing to create virtual environments for education and entertainment purpose.

EDUCATION

KAIST (Korea Advanced Institute of Science and Technology)
Daejeon, Korea   **2022 – Present**
Bachelor of Science - Computer Science
CGPA: 3.51/4.3

RELEVANT COURSEWORK

- Data Structures
- Algorithms
- Deep Learning
- Graph Machine Learning
- System Programming
- Computer Organization
- Operating System
- Computer Graphics
- Software Engineering

PROJECTS

- **Space Invaders**. A full-fledged arcade-style yet upgraded 2D space shooting game built with Gamemaker Studio
- **Burmese G2P**. Burmese Grapheme to Phoneme Converter for automatic speech recognition (ASR) and text-to-speech (TTS)
- **Dymanic Brain Connectome Learning**. A graph machine learning system for learning temporal and spatial patterns of brain activation from fMRI images for (1) brain activation prediction duration language tasks and (2) performance prediction