Jun Hwee Oh

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EDUCATION

University of California, San Diego – B.S. Data Science.

WORK EXPERIENCE

Google June 2022 - September 2022
SWE Intern | Python, Tensorflow
- Working on NLP as part of the Applied Perception team for Google Assistant.

Hume AI January 2022 - June 2022
MLE Intern | Python, Pytorch
- Implemented NLP batch and streaming pipeline consisting of ASR using VAD, Wav2Vec2 + T5 Transformers, and emotion classification with a fine-tuned language model.
- Implemented facial identification across video frames for Hume's facial expression model.
- Trained and served additional vision models including FACS classification and face description.
- Implemented face detection package consisting of SOTA models that is used in training/inference.

Google September 2021 - December 2021
SWE Intern | Python, Tensorflow, C++, SQL
- Explored millions of Google Maps data points to determine correlation across different verticals and choosing the best model.
- Created user surveys alongside other data scientists to gather data for model evaluation.
- Productionized TF-IDF weighted GloVe embeddings to calculate how relevant a Google Maps review is to the place - boosting personalization ML models.

Spatial June 2021 - September 2021
SWE Intern | C#, Unity, React.js, Typescript, Tensorflow, Python
- Shipped major Spatial 5.0/6.0 features such as Participant List, New Subdock, Moderation System for blocking/reporting.
- Utilized pre-trained holistic model + logistic regression to classify emotion and body pose for webGL avatars via webcam.

Gravity Industries November 2018 – June 2020
SWE Lead | C++, Unreal, WebRTC, GStreamer, Python, Javascript, HTML
- Awarded Epic Games MegaGrant to successfully prototype an augmented reality helmet that displays real-time jetsuit telemetry and allows distributed live streaming to web/mobile via RTC and Janus.

Virtualitics July 2019 - August 2019
Data Science Tutor | Python, Jupyter, Scikit-learn, Seaborn
- Lead high school students through a machine learning project start to finish from data exploratory analysis to implementing classical ML models including logistic regression, decision trees, and random forests.

NASA June 2019 - August 2019
SWE Intern | C#, Unity, Javascript
- Created new 3D hand controls/gestures for NASA's holographic CAD software.
- Developed AR slide functionalities - save, update, and delete CAD models' current state - allowing NASA scientists and engineers to replicate a PowerPoint experience for holographic models (Europa, Mars Rover) in 3D space.

RELEVANT COURSES

MATH 18 – Linear Algebra
DSC 102 - Systems for Scalable Analytics
DSC 140 - Probabilistic Modeling and ML
DSC 190 - Representation Learning
CSE 151B – Deep Learning
CSE 152A – Computer Vision