Jun Hwee Oh

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EDUCATION

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

WORK EXPERIENCE

Google June 2022 - September 2022

Incoming SWE Intern | Python, Tensorflow

- Working on NLP as part of the Google Assistant Perception team.

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 and productionized NLP embedding layers such as TF-IDF weighted GloVe 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 facial and body pose for webGL avatars.

Gravity Industries November 2018 – June 2020

SWE Lead | C++, Unreal, WebRTC, GStreamer, Python, Javascript, HTML

- Awarded $100k MegaGrant to successfully prototype an augmented reality helmet that displays real-time jetsuit telemetry and allows live streaming to web/mobile via RTC and Janus.

Virtualitics July 2019 - August 2019

Data Science Tutor | Python, Jupyter, Scikit-learn, Seaborn

- Lead students through a machine learning project start to finish from data exploratory analysis to observe correlations to implementing classical ML models including logistic regression and decision trees.

NASA June 2019 - August 2019

SWE Intern | C#, Unity, Javascript

- Created new 3D hand controls/gestures for NASA's holographic CAD software such as using two hands to scale and rotate.
- Developed AR slide functionalities - save, update, and delete CAD models' current state - allowing NASA scientists to replicate a PowerPoint experience for holographic models 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

Student | Python, Pytorch, Numpy

- Wrote a neural network from scratch to classify handwritten digits. Architectured neural networks ranging from CNNs to LSTM and RNNs to classify Fashion-MNIST, Caltech-UCSD Birds, and image captioning for COCO dataset.

CSE 152A – Computer Vision

Student | Python, Pytorch, Numpy, OpenCV

- Implemented Eight-Point Algorithm to calculate correspondence in images and Lucas-Kanade to detect optical flow in an image. Architectured PointNet to classify large 3D points.