

Education

<u>University of Illinois Urbana-Champaign</u>	Aug 2021 – May 2025
<i>B.S. in Mathematics and Computer Science</i>	GPA: 3.69/4.0
- Distinction Math\CS (Department Honors); Fall 2021, Spring 2022 (Dean's List)	
<u>University of Washington, Seattle</u>	Sep 2020 – May 2021
<i>B.S. Biological and Physical Sciences (Pre-Sciences)</i>	GPA: 3.95/4.0
- Annual Dean's List: 2020 – 2021	

Work Experience

<u>Dassault Systèmes</u>	Jul 2023 – Jan 2024
<i>Software Engineer Intern</i>	Daegu, Republic of Korea
- Developed and maintained C++ and COM-based modules for 3D modeling software used by over 300,000 global organizations	
- Designed intuitive UI components using proprietary frameworks, enhancing accessibility and usability	
- Collaborated with international engineering teams, contributing to cross-border software development	

Teaching & Leadership

<u>Private English Institution</u>	Feb 2024 – Jul 2024
<i>English Instructor</i>	Seoul, Republic of Korea
- Taught English to primary and secondary school students, adapting curriculum to varied proficiency levels	
- Built communication skills and developed instructional approaches for individualized learning	
<u>Computer Science Department (UIUC)</u>	Jan 2022 – May 2023
<i>Course Assistant (Introduction to Computer Science II)</i>	Urbana, IL
- Led weekly discussion sessions (~30 students) on C++ fundamentals and data structure algorithms	
- Provided hands-on debugging help and personalized mentoring during 4–6 hours of office hours weekly	
- Supported students in developing coding projects and improving problem-solving techniques	

Projects

<u>Maze Game (Solo)</u>	July 2025
- Developed a maze-solving game where the maze is generated depending on user input and Prim's algorithm	
- Built based on C++ to expedite the graph generation and Crow to connect to the server	
- CSS, HTML, JavaScript used for user interaction and to display the text-displayed maze on the server	
<u>2D Heat Simulator (Solo)</u>	June 2025
- A 2D heat simulator used to mimic the distribution of heat over time based on PDE	
- Used NumPy and Matplotlib to calculate and display the distribution of heat over time	
<u>Optical Character Recognition (OCR) App (Team)</u>	CS 222 (Fall 2022)
- Developed an app for OCR using OpenCV and Pytesseract to extract and highlight user-specified text from images	
- Enhanced recognition accuracy with custom image processing techniques	
<u>Movie Ratings Query (Team)</u>	CS 411 (Summer 2022)
- Implemented a webpage that could query movie ratings using Google Cloud and MySQL	
- Included processes like importing movie ratings and processing ratings to make the data easy to query	
- Webpage development included front-end technologies such as HTML, CSS, and JavaScript	

Technical Skills

Programming	C++, C, Python, Java, Haskell, MATLAB, Verilog, JavaScript
Tools & Technologies	OpenCV, Pytesseract, Git, VSCode, COM, MongoDB, MySQL
Concepts	OOP, FP, SDLC, TDD, Multithreading & Concurrency, Version Control
Spoken/Written	Korean (Native), English (Fluent), Chinese – Mandarin (HSK Level 4)