Sumin Park

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Education

UNIST, BS: Major in Industrial Engineering and Minor in Design

Spring 2021 - Spring 2025

• Coursework: Data Mining, Principle of Deep learning, Algorithm Trading, Cognitive neuroscience, UX design

Experience

Student Research Intern, Data intelligence Lab – UNIST AI

April 2024 - present

Student Intern, 3Dshape LAB, UNIST CSE

Summer 2023

Industry Experience

Machine Learning Engineer, 10fingers - Seoul

Winter 2025

- Developed machine learning and deep learning algorithms to predict the popularity of entertainment and dining venues.
- Designed and implemented a store recommendation system that identifies potential partnership venues based on similarity and predicted popularity scores.
- Integrated machine learning models with the back-office system to support internal decision-making and streamline operational workflows.

Developer, LABis (University Startup) - Ulsan

2023

- Developed frontend and machine learning components, improving system usability and performance.
- Conducted usability testing and iteratively refined UI/UX for a better user experience.

Awards

The 4th UNIST-KAIST-POSTECH AI&Data Science Competition

- Developed a Finance Retrieval-Augmented Generation (RAG) system to efficiently retrieve and generate financial insights using AI.
- Finalist Encouragement Award

2024 UU Digital Healthcare Hackathon

- Developed a Large Language Model (LLM) system designed to assist schizophrenia patients by providing personalized and empathetic support.
- Outstanding Accomplishment Award

Emotion Detection Model in VR Game, Interactions Lab - UNIST

• Achieved 2nd Place in the Practical Problem Solving Competition for innovative application of HCI principles in virtual environments.

Technologies

Programming Languages: Python, JavaScript, C#, SQL

Machine Learning & Deep Learning: TensorFlow, PyTorch, Scikit-learn

Graph-based AI: NetworkX, DGL (Deep Graph Library)

Development Tools: Git, Docker **OS:** Windows, Linux, macOS