Jihyun Lee

Undergraduate in CSE/EE
Pohang University of Science and Technology
77, Cheongam-ro, Nam-gu, Pohang-si, Gyeongsangbuk-do, Republic of Korea
io081817@gmail.com
+82) 01029265331

EDUCATION

Mar. 2021 ~ **Pohang University of Science and Technology** Pohang,
Present Department of Computer Science and Engineering Korea

Advisor: Dongwoo Kim

Bachelor Student GPA: 3.5 / 4.3

Feb. 2021 ~ Pohang University of Science and Technology
Present Department of Electrical Engineering

Department of Electrical Engineering Korea

Pohang,

Advisor: Byoung Hun Lee

Bachelor Student GPA: 3.5 / 4.3

RESEARCH INTERESTS

- Natural language processing
- Reconfigurable hardware architecture
- Semiconductor device
- RAG(Retrieval-Augmented Generation)
- Watermark algorithm

RESEARCH EXPERIENCES

- Graduation work at Electrical Engineering, Pohang University of Science and Technology, Korea (Sep. 2023 ~ Present) / Reconfigurable logic demo kit production and validation of power consumption reduction effects
- Graduation work at Computer Science and Engineering, Pohang University of Science and Technology, Korea (Feb. 2024 ~ Present) / Detection of Korean text using LLM watermarking technique

PROJECTS

Creating a gamepad app for smartphones compatible with display game panels.", Samsung
 Electronics DX, Visual Display Business, Intelligent Solution Lab, Korea (Dec. 2022 ~ Jan. 2023)

- Creation of a multiplayer deduction game titled 'Pondor' using Unity, GPOS (Game Development Club), Korea (Dec. 2022 ~ Apr. 2023)
- The final project for Digital System Design: Implementation of memory testing using FPGA, Pohang University of Science and Technology, Korea (May. 2023 ~ Jun. 2023)
- Undergraduate Research Program (UGRP): Development of a Postechian specific second-hand trading platform, Pohang University of Science and Technology, Korea / FrontEnd Development (Jul. 2023 ~ Jan. 2024)
- Validating the key factors of WAF in a user workload environment, SK hynix, Solution PE, Korea (Jul. 2024 ~ Aug. 2024)
- MIZZOU Hackerton Food Management Platform, University of Missouri, United States / Backend & Frontend Development (Oct. 2024 ~ Oct. 2024)

SKILLS AND TECHNIQUES

- C/C++/C#
- Darts (flutter)
- Python/Tensorflow/Pytorch
- HTML/CSS/Javascript
- REACT
- mySQL/Django
- Verilog
- Matlab/LTspice
- Hspice/Origin
- Linux