




Christine Minjae Kwon

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EDUCATION

Princeton University
B.S.E. Computer Science

Applicable Coursework

- Algorithms and Data Structures
- Computer Graphics
- Computer Vision
- Fundamentals of Machine Learning
- Computer Networks
- Advanced Programming Techniques (Web Development)
- Introduction to Programming Systems
- Reasoning about Computation
- Economics and Computing
- Electronic Music Composition through Programming
- Computational Design
- Advanced Graphic Design
- Typography
- Graphic Design: Link (HTML/CSS/JS)

SKILLS

Languages

- Java (Spring MVC, Android Studio)
- Python (PyTorch, Tensorflow, Django)
- HTML/CSS/JavaScript (jQuery, Three.js, React, Node.js)
- C
- C# (Unity)
- Chuck

Design Tools

- Adobe Illustrator / Photoshop / After Effects / InDesign / XD / Premiere Pro
- Figma
- Maya 3D
- Blender
- Rhino (Grasshopper)
- Max MSP

EXPERIENCE

Tinder Korea - Marketing Intern

Seoul, Korea · 02/2021 - 07/2021

- Worked closely with the marketing managers to increase usage amongst Gen-Z audience in Korea.
- Led a team of six people in the full production process of a YouTube production for Tinder Korea.
- Assumed responsibilities of casting, advertising, budgeting, and location scouting for the production.
- Created and distributed marketing materials.
- Created 12 original social media graphics and videos for @tinderkorea Instagram.

Lomin - Computer Vision Research Intern

Seoul, Korea · 10/2020 - 02/2021

- Led the development, training, and testing of an end-to-end OCR model combining ABC-Net and Transformer architectures for scene text recognition of arbitrary shapes. (PyTorch)
- Proposed and developed a solution for image geolocation given a drone-shot scene image.
- Implemented text-filtering algorithms to post-process outputs of STR models.
- Utilized Google / Naver / Kakao Map APIs for geocoding and generating test data.
- Used OpenCV to analyze map images and localize geographical coordinates.

Hancom Robotics - Software Engineering Intern

Pangyo, Korea · 06/2019 - 08/2019

- Led a web server development project for educational home robot using Spring and MySQL, paving a pathway for over 200 English teacher users to easily customize their curriculum and relay the data to the robot.
- Created an application using Android Studio that enables robot to connect and exchange information with bluetooth headset devices.
- Programmed and designed a controller-supported game on an informational service robot, played at various Korean museums and exhibition spaces. (HTML/CSS/Javascript)

Jam Coding Academy - Coding Instructor

Seoul, Korea · 06/2018 - 01/2019

- Taught multiple Java and Python classes to 15 high school students utilizing original teaching methods and curriculum.
- Developed introductory coding curriculum for future use by instructors of the academy.

HackPrinceton - Design Director

Princeton, New Jersey · 09/2018 - 05/2020

- Led the design team, designing and maintaining all graphical material for the bi-annual hackathon hosting around 400 participants.
- Prototyped and implemented new features for the website every season.
- Solidified design language by determining design guidelines to maintain consistency across assets.