

# Taeyoung Yeon

HCI Enthusiast

Game Dev, Data Mining, UX/UI, Team Leadership

diffzerg

Tae Young Yeon

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## Education

### Seoul National University

Bachelor of Science in Computer Science and Engineering (Overall GPA: 3.52/4.00)

March 2017 – Expected Graduation: February 2024

Seoul, South Korea

## Work Experience

### Awesomepiece

Full Stack Game Developer

September 2019 – February 2023

Seoul, South Korea

- » C# (Unity), Java (Netty, Spring Boot), Python (Django), MySQL, Google Cloud Platform
- » Managed live game services for 3 years, serving as Industrial Technical Personnel (Alternative Military Service)
- » Cultivated a strong interest in User Experience (UX), User Interface (UI), and Data Mining
- » Handled up to 100,000 concurrent online users

### MindsLab

CUDA Engineer Intern

July 2019 – August 2019

Pangyo, South Korea

- » Python, CUDA, Docker
- » Focused on Text-To-Speech (TTS) Throughput Optimization
- » Achieved a 10x to 100x speed increase in TTS (Tacotron 2) using CUDA MPS
- » Developed a Python-based profiler to assess model performance

## Research Experience

### Human-Computer Interaction Lab, Seoul National University

Undergraduate Research Intern, advised by Prof. Jinwook Seo

March 2023 – Present

Seoul, South Korea

- » Python
- » Served as a Student Volunteer at the PacificVis 2023 Conference
- » Engaged in multiple meetings with senior researchers and Professor Jinwook Seo for project guidance
- » Gained insights into effective learning strategies through data visualization in online education

### Real-Time Ubiquitous System Lab, Seoul National University

Research Assistant, advised by Prof. Chang-Gun Lee

July 2023 – August 2023

Seoul, South Korea

- » Python, TensorFlow, React Native
- » Contributed to the development of an AI model for mental health diagnosis based on learning behaviors
- » Troubleshoot and debugged React Native Android applications using Android Studio
- » Processed and analyzed experimental data, and trained AI models using TensorFlow

## Projects

### Work: King God Castle

September 2021 – February 2023

- » Java (Spring Boot), C# (Unity), TypeScript, MySQL, Google Cloud Platform
- » Managed a global game service that expanded to over 20 countries
- » Led the Development Team, overseeing schedules and mentoring five junior developers

### Work: Zombie High School

September 2019 – September 2021

- » Java (Netty), C# (Unity), Python (Django), MySQL, Google Cloud Platform
- » Improved user experience by implementing a reconnect feature
- » Analyzed user gameplay through extensive logging

### Academical: Story Adventurer

March 2023 – June 2023

- » TypeScript, React Vite, OpenAI API
- » Developed an automated fairy tale generator using OpenAI API for an Introduction to HCI class
- » Enabled story creation through selectable branches, with an option to download the result as a PDF

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## Academical: Non-linear Image Processing Module with LG Innotek

March 2023 – June 2023

- » Python, OpenCV, Multiprocessing
- » Engineered a PCB board defect detection module using Python, OpenCV, and multiprocessing
- » Received recognition for algorithm optimization that surpassed field efficiency

## Academical: BridgeUS

September 2022 – December 2022

- » TypeScript (Frontend), Python (Backend), React-Redux, Django, MySQL, Amazon Web Services
- » Contributed to a K-pop clothing e-commerce platform
- » Primarily acted as a backend developer, implementing a machine learning-based recommendation algorithm

## Communication

**Korean (Native)**

**English (Fluent) - TOEFL 104 (R30 L27 S22 W25)**

## Awards

### Seoul National University Academic Excellence Scholarship

2017 - 2023

- » Merit-based academic scholarship
- » Awarded for consistently high academic performance

### Excellence Award(2022), Encouragement Award(2021)

2021,2022

- » Writing Competition held by the Military Manpower Administration for Industrial Technical Personnel.
- » Essays reflecting the impact of my experience as Industrial Technical Personnel on my life

## Skills

**Programming Languages** C#, Java, Python, TypeScript, SQL

**Frameworks and Libraries** Tensorflow, Spring Boot, React-Redux, Django

**Tools** Unity, Git, LaTeX, Docker, Google Cloud Platform, MySQL

## Interests

**Data Mining** Interested in utilizing data mining techniques to enhance user experience

**Human-AI interaction** Focused on the practical aspects of AI to improve human-computer interaction

**Effective Information Visualization** Passionate about leveraging visual tools to simplify complex data