

JAE HONG LEE

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EDUCATION

Boston University, Boston, MA

B.A., Computer Science

Minor in Visual Arts

Core Coursework: Computer System (A), Algorithm (A), Data Structure (A)

Expected May 2025
3.89 GPA | Dean's List (x3)

Korea University, Seoul, Korea

Department of Computer Science and Engineering

Core Coursework: Artificial Intelligence (A+), Computer Network (A), Database (A+)

Visiting Program
3.95/4.5 GPA

TECHNICAL SKILLS

Programming: C, Python, Julia, Java, MATLAB, Verilog, MySQL, HTML, CSS

Frameworks and Libraries: Tensorflow, Pytorch, Keras, Sklearn, Pandas, Numpy, Markdown

Developer and Design Tools: Linux, Git, Shell, Latex, CUDA, Pigma, Adobe Tool, Microsoft Office

PROFESSIONAL EXPERIENCE

Undergraduate Research Intern

Korea Electronics Technology Institute

Jun 2022 – Aug 2022
Seungnam, Korea

- Apply Google Vision Transformer (Vit) in cats and dogs breed classification
- Transformer and Multi-head Attention structure study
- Re-implement Vit model using Tensorflow to make api and connect to a camera Module

Blockchain & Web Development Intern

Xenix Studio

Jul 2020 – Nov 2020
Seoul, Korea

- Implement Blockchain into on-site payment service
- Translate white paper and study Crypto currency and decentralized Principle
- Participate in Web development

RESEARCH PROJECT

AI-driven hand pose estimation

Research Assistant, Advisor: Eung-Joo Lee, JI Choi

Sep 2023 - Present

- Generate coordinate data for fingers based on the input of force applied to each finger using Unity
- With XGBoost, train the fingers' coordinates based on force input and analyze the result
- Enhance the results by implementing a deep learning model to analyze finger coordinates based on force input

OTHER WORK EXPERIENCE

Tutor (6 hours/week)

JeongJin Edu

Sep 2020 – Nov 2020
Anyang, Korea

- Tutored four Middle school students per week in English and math coursework

ACTIVITIES

Computing and Technical Honor Society

Upsilon Pi Epsilon (UPE)

Sep 2019 – Present

- Led members in weekly meetings where we planned future activities and events.
- Developing a comprehensive understanding of algorithms by exploring and delving into mock problems.

PUBLICATION

“Machine Learning-based Hand Pose Generation using a Haptic Controller,” Eung-Joo Lee, Jongin Choi, Jae Hong Lee, Daniel Oh, Feb, 2024. [Under Preparation]