

Yubin Heo

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<https://howuvebeen.github.io>

151 Dryden Rd
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EDUCATION

Cornell University, College of Engineering, Ithaca, NY
Bachelor of Science, Information Science System Technology major, Game Design minor
Fall 2019 GPA: 3.59/4.00, Spring 2020 GPA: 3.53/4.00

Expected May 2022

SPECIALIZED SKILLS

Programming Languages: Java, Python, C#, R, Javascript, PHP, HTML, CSS, SQL

Tools: Unity, React, Redux, REST, Pandas, NumPy, scikit-learn, ggplot2, TextBlob, Gensim, SolidWorks, Autodesk

PERSONAL PROJECTS

Three Notes

Jul. 2020-Present

- Developed an informative service for perfume that visualizes, audioizes, and quantifies scents
- Incorporated various NLP techniques including sentiment analysis, topic modeling, and text generation to provide relatable description of scent
- Implemented customized perfume recommendation system using a hybrid of content based system and item based collaborative filtering system

Bad Altitude

Jun. 2020-Present

- Built a 2D strategy game with 5 dynamic difficulties using Unity Engine
- The player tactically balances between boring his friend to sleep or making him more fun during their flight
- Implemented challenges such as baby crying or unstable flight, benefits such as in-flight meal, and a booster

EXPERIENCE

Cosmate Cornell University, *Frontend Developer*

Mar. 2020-Jul. 2020

- Served as sole member of the Frontend Team and assisted the Backend Team with database modeling
- Developed a website for cosmetic review-sharing platform with 30+ action creators and 50+ components using React and Redux libraries
- Implemented authorization and other services including filtering/sorting products, like/create/edit/delete reviews, edit profile, view review history/comment history/like history, and search engine

NCSOFT Techno Valley, Pangyo, Korea, *Speech AI Lab Intern*

Jun. 2020-Aug. 2020

- Collected and cleaned a large set of English spontaneous speech corpus from players of the games
- Assisted the pre-training of language models, built based on Kaldi, for the speech recognition service on videotelephony software and mobile games.
- Evaluated n-gram to optimize perplexity of the models

Design Build Fly Cornell University, *Structure Team Member*

Aug. 2019- Mar. 2020

- Collaborated with a 20+ person team to design, build, test and optimize a custom radio-controlled aircraft
- Evaluated the aircraft's fuselage, landing gear, and the payload to create a lightweight and strong structure that is low drag, using CAD softwares

Cornell Daily Sun Cornell University, *Web Editor*

Jan. 2020- Present

- Collaborated with the graphic designers and the editors to build online news dashboards using React library

K-ICT Big Data Techno Valley, Pangyo, Korea, *Trainee*

Jun. 2019- Jul. 2019

- Developed flexible data acquisition process that identifies key words from online news using KoNLP package

VOLUNTEER

Code4Kids Ithaca, NY

Aug. 2019-Dec. 2019

- Taught students at Belle Sherman Elementary School on programming and algorithmic thinking
- Guided students through programming exercises and taught them new concepts