

# Yubin Heo

yh356@cornell.edu  
(607) 882-0003

<https://howuvebeen.github.io>

151 Dryden Rd  
Ithaca, NY 14850

## 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 that visualizes, audioizes, and quantifies scents for perfume customers  
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 levels of difficulty using Unity Engine
- The player tactically balances between boring his friend to sleep and 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