

Hyewon Lee

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Based in New York City, available for work from 05/20/24

EDUCATION

Korea Advanced Institute of Science & Technology

Expected Graduation: Jun 2025

Daejeon, South Korea

GPA 4.06/4.3

- BS Candidate, **School of Computing** major, Industrial Design double major
- Dean's List (2021), Representative Student(2021), President Student(2022) of *School of Computing*

New York University

Jan 2024 - Present

- KAIST-NYU minor, Integrated Design & Media

EXPERIENCE

Software Engineer Intern **SketchSoft**

Jul 2022 - Dec 2022

- Worked as a frontend engineer and developed web-based 3D sketching tool Feather(**Three.js**).
- Developed the transform of product's 3D curve data to GLTF format, examining various methods. Implemented each approach, evaluating size, usability, and expandability of resulting 3D models.
- Proposed a new expansion idea, identifying constraints in the product's export method. Analyzed and implemented movie generation features, building a full prototype to demonstrate scalability.

Software Engineer **SPARCS**

Mar 2021 - Present

- Work as a software engineer and a designer in the KAIST programmer association, SPARCS, serves web-based services targeting campus student.
- Revised and implemented UX process for decision-making tool, Biseo. Integrated atomic design to facilitate agile practices. Completed system design, development, and deployment within two months through team collaboration.

HCI Researcher Intern **KIXLAB**

Jul 2023 - Dec 2023

Advisor: *Prof. Juho Kim*

- Researched the Human-AI collaborative educational dialogue authoring process(CHI 2024 accepted).
- Developed the web-based authoring system, VIVID, utilizing LLM(**React**, **Redux**, OpenAI API). [github](https://github.com)

Teaching Assistant *part-time*

KAIST School of Computing

Mar 2021 - Feb 2022

- Taught CS101 Introduction to Programming (python) lab session and nominated as best tutor(2023).

SKILLS

- Javascript/Typescript, HTML/CSS, Python, C/C++
- React, Redux, Three.js, PyTorch, Git, Firebase
- Figma, Adobe Illustrator, Fusion 360, Blender

PROJECTS

- **MySelfieRoom** (2023) [github](https://github.com) [demo](#)

Online photobooth platform which can take, edit, and share photos. Developed with **Typescript** and **React**. Implemented image processing procedure by state managing with **Recoil**.

- **RunThroughGravity** (2021) [github](https://github.com) [demo](#)

Mini arcade game implemented with **p5.js** based on pure **Javascript**. Applied an observer pattern to organize game objects and utilized **Firebase** to manage users.

- **BlackGhost** (2022) [github](https://github.com)

Interactive puzzle game used in the Korean reality game show, *Treasure Hunt*. Implemented based on **React** and packed as an app by **Electron**. Implemented automated play and termination with **Shell** Script running in the background process.