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, KAIST 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 Tandon School of Engineering Jan 2024 - Present

- KAIST-NYU minor, Integrated Design & Media

EXPERIENCE

Software Engineer *Intern* **SketchSoft** Jul 2022 - Dec 2022

- Worked as a frontend developer and developed web-based 3D sketching tool Feather
- Implement 3D data transformation feature from the tool's state structure to GLTF (**Three.js**)
- Research movie generation projects and develop a new feature by adapting keyframe animation. Explore and testify to the scalability and potential of the product

Software Engineer **SPARCS** Mar 2021 - Present

- Worked as a software engineer and a UI/UX designer in KAIST programmer association, SPARCS, serves web-based services targeting campus student
- Implement and design the UX process of the real-time decision-making tool, Biseo, collaboratively

HCI Researcher *Intern* **KIXLAB** Jul 2023 - Dec 2023
Advisor: Prof. Juho Kim

- Researched the Human-AI collaborative educational dialogue authoring process
- Implement the web-based authoring system, VIVID, utilizing LLM (**React**, **Redux**, OpenAI API) 🔗 github
- CHI 2024 published, *VIVID: Human-AI Collaborative Authoring of Vicarious Dialogues from Lecture Videos*

Teaching Assistant *part-time* **KAIST School of Computing** Mar 2021 - Feb 2022

- Taught CS101 Introduction to Programming (python) lab session

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 🌐 demo
  Online photobooth platform which can take, edit, and share photos. Develop with **Typescript** and **React**. Implement image processing procedure by state managing with **Recoil.**

- **RunThroughGravity** (2021) 🔗 github 🌐 demo
  Mini arcade game implemented with **p5.js** based on pure **Javascript**. Apply an observer pattern to organize game objects and utilize **Firebase** to manage users.

- **BlackGhost** (2022) 🔗 github
  Interactive puzzle game used in the Korean reality game show, *Treasure Hunt*. Implement based on **React** and packed as an app by **Electron**. Implement automated play and termination with **Shell** Script running in the background process.