Hyewon Lee

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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 the web-based 3D sketching tool Feather(**Three.js**).
- Developed the 3D curve data transformation to GLTF format, examining various methods. Implemented each approach, evaluating the 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, which serves web-based services targeting university students.
- Revised and implemented the UX process for the decision-making tool, Biseo. Integrated atomic design to facilitate agile practices. Completed system design, development, and deployment within 2 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

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

- Taught effective programming methods by applying various data structures and algorithms during CS101 (Introduction to Programming, Python) lab session. 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 🌐 demo
  Online photobooth platform which can take, edit, and share photos. Developed with **Typescript** and **React** as team lead. Implemented image processing procedure by state managing with **Recoil.**
- **RunThroughGravity** (2022) ⬛ github 🌐 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
  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.