

Hyewon Lee

hl5759@nyu.edu | (347)760-9220

[in](https://www.linkedin.com/in/hye1ee) [linkedin.com/in/hye1ee](https://www.linkedin.com/in/hye1ee) | www.hyewon.me | github.com/hye1ee

EDUCATION

Korea Advanced Institute of Science & Technology

Expected Graduation: Jun 2025

Daejeon, South Korea

GPA 4.06/4.3

- BS, *Computer Science* major, double major in *Industrial Design*
- Dean's List (2021), Representative Student (2021), Student Body President (2022)

New York University

Jan 2024 - Present

- KAIST-NYU minor, Integrated Design & Media

EXPERIENCE

HCI Researcher Intern **KIXLAB**

Jul 2023 - Dec 2023

- Researched, developed, and evaluated a web-based authoring system for generating, assessing, and modifying pedagogical dialogues in collaboration with AI (**React, Redux, OpenAI API**). [github](#)
- Demonstrated a 2.1-fold improvement in dialogue quality and usability evaluation, validating research findings. (CHI 2024 accepted).

Software Engineer Intern **SketchSoft**

Jul 2022 - Dec 2022

- Developed the web-based 3D sketching tool Feather (**Three.js**).
- Implemented 3D curve data transformation to GLTF. Achieved a maximum 87% size reduction by examining and evaluating various methods for size, draw call, and expandability.
- Proposed movie export idea by building a full prototype. Reduced work time by 60% compared with manual methods. Analyzed and conducted POC to demonstrate scalability.

Software Engineer / UX Designer part-time **SPARCS**

Mar 2021 - Present

- Build a decision-making tool, Biseo, in the KAIST programmer association, SPARCS, which serves web-based services targeting university students.
- Redesigned and implemented the UX process to handle 3 usability issues.
- Reconstructed state and database structure accordingly. Distributed to the other 2 associations.
- Integrated atomic design to facilitate agile practices. Designed, developed, and deployed the system within 2 months, halving the original timeline through effective team collaboration.

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, P5.js, Chart.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 a team lead. Built 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.