



# JUNG KI LEE

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## Education

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University of Illinois Urbana - Champaign

Computer Engineering, B.S.

Aug. 2021 – May 2024

Champaign, IL

GPA: 3.90/4.00

## Relevant Coursework

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- ECE 484: Principles of Safe Autonomy
- ECE 448: Artificial Intelligence
- ECE 408: Applied Parallel Programming
- ECE 391: Computer Systems Engineering
- ECE 434: Real World Algorithms for IoT and Data Science

## Experience

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### EV Concept

Aug 2021 – May 2023

Electrical Team Member

Urbana, IL

- Design PCBs for power control and improve electric vehicle performance
- Solder electronic components on boards and ensure quality assurance

### CARE

Sep 2022 – May 2024

CARE Tutor, PHYS 212 Review Team Co-Lead

Urbana, IL

- Provide academic support to undergraduate students in various engineering courses
- Host review sessions for PHYS 212 to facilitate group learning and foster academic growth

## Projects

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### Simple Operating System | C

May 2024

- Developed a simple operating system that supports virtual memory, filesystem, multiple terminals and round-robin scheduling

### aFINity (Financial Dashboard - HackIllinois 2023) | Python, CSS, HTML, JavaScript

Feb 2023

- Created a minimalist website with useful widgets that show stock information, spending habits, and advanced graphics that combine all these interests into a 3D contour graph
- Developed a digital assistant using natural language processing and AI technology that provides personalized insights on stocks and market trends and real-time analysis of the user's financial portfolio
- Utilized scraping of 10-k forms and Twitter tweets to note down user and government sentiment towards a company and how it affects their stock price

### Racing Game with FPGA | SystemVerilog, Python, C++

April 2023

- Developed a simple racing game using MAX10 FPGA and implemented a state machine that adjusts the speed of the car.
- Utilized programming languages SystemVerilog, Python, and C++ to implement the game logic and graphics.

### ASL Glove - Pulse 2023 | Arduino

Feb 2023

- Designed and developed a wearable glove that interprets American Sign Language (ASL) and translates it into English using Arduino microcontroller
- Implemented OpenCV computer vision library to accurately recognize and verify the user's hand gestures

## Technical Skills

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Languages: C/C++, Python, SystemVerilog, LaTeX

Technologies/Frameworks: Pytorch, Tensorflow, CUDA, Linux, GitHub