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Jongwon John Lee

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EDUCATION

Master of Science in Data Science, Indiana University Bloomington	3.925 GPA	DEC 2022
Bachelor of Arts in Economics, Minor in Informatics, Indiana University Bloomington		MAY 2020
Bachelor of Arts in Global Economics, Sungkyunkwan University		MAY 2020

TECHNICAL SKILLS

Languages - Python: Data Science (6 years - Intermediate), Ruby, Ruby on Rails, Javascript: Web Development (8 years - Expert), Game Development (4 years - Intermediate)

Tools - AWS: Web Server, Cloud Computing (8 years - Intermediate), Unity: Game Development (4 years - Intermediate), Paraview: Visualization, 3D Modeling (1 year - Beginner), Statistics, Data Analysis (4 years - Beginner)

ACADEMIC RESEARCH PROJECTS

Indiana Sales Analysis and Prediction	AUG 2022 — DEC 2022
• ML-based residential property prices prediction investigating trend, geo-location, and demographic features. - Ongoing	
Social Media Community Identification and Analysis	AUG 2022 — DEC 2022
• Twitter community detection, data collection, and network science project. - Ongoing	
Study Buddy Robot - Human Robot Interaction	AUG 2022 — DEC 2022
• Arduino-based interactive desktop study buddy robot implementing the Pomodoro technique. - Ongoing	
Systems Analysis and Design for CHRISTEL HOUSE INTERNATIONAL	JAN 2022 — MAY 2022
• Proposing Data Collection Plan, KPI Management, Cost Benefit Analysis, and Implementation Plan for the client.	
Oliver Winery Information Systems Research	AUG 2021 — DEC 2021
• Problem Identification and conducting Management Information Systems (MIS) approach to optimize operations for the client.	
3D Customer Segmentation Visualization with Paraview	AUG 2021 — DEC 2021
• Performed feature exploration of customer segmentation data using 3D Visualization.	
Evaluating Textual Features and Oversampling for Automatic Stance Detection	AUG 2021 — DEC 2021
• Performed Natural Language Processing analysis on Twitter to research stance and sentiment.	

TECHNICAL EXPERIENCE

SKKOOLBUS - University Shuttle Bus Tracking Application Development and Team Leader	NOV 2017 — MAR 2019
<i>Sungkyunkwan University</i> Seoul, Korea	
• GPS-based, 6k+ Downloads out of 10,000 population, Performed Market Research, Coordination with the University, Full-Stack Development, and Promotion	
Internship / Game Platform Business	JUN 2017 — AUG 2017
<i>Smilegate</i> Pangyo, Korea	
• Performed Natural Language Processing analysis on Twitter and web scraping on YouTube, Google, and other relevant sources to promote the Gaming Platform called Stove.	
Back-end Developer and Team Leader / Course Evaluation and Search Service	OCT 2016 — MAR 2017
<i>Likelion</i> Seoul, Korea	
• Performed market research, planning, back-end development, and database management using Ruby on Rails.	

AWARDS AND RECOGNITION

Omnisian.com / AWS Power User Best 3 / Amazon Web Service Korea - Team Leader	AUG 2017
• Natural Language Processing, Data Visualization, Python, Ruby on Rails	
Indie-Film Genie - Audience Prediction / Grand Prize / Sungkyunkwan University - Team Leader	DEC 2016
Nabla Puzzle Game with Unity / Smilegate Game Jam Best 3 / Smilegate	OCT 2016
Tost - English Academy Search Web Service / Likelion Hackathon 5th Place / Likelion - Team Leader	SEP 2016
Analysis on the Effect of Legal Cap on Phone Subsidies / Grand Prize / Sungkyunkwan University - Team Leader	AUG 2016
Forest Fire Early Detection and Suppression Tower with EV3 / Grand Prize, Patent / Sungkyunkwan University	AUG 2016