

Junho Lee

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EDUCATION

University of Virginia

BA, Computer Science and minor in Statistics

Expected May 2025

Charlottesville, VA

- Relevant Coursework: Data Structures and Algorithms 2, Computer Systems and Organization 2
- 4.0 GPA, Dean's List of Distinguished Students Fall 2022

Thomas Jefferson High School for Science and Technology

High School, 4.502 GPA

June 2022

Alexandria, VA

WORK EXPERIENCE

UIUC+ Summer Research Program

Research Assistant

May. 2023 – Present

Remote

- Will collaboratively work on a tool to advance runtime verification research
- Will participate in weekly meetings with supervising professor and research group

UVA CS 2120: Discrete Mathematics and Theory 1

Teaching Assistant

Jan. 2023 – Present

Charlottesville, VA

- Holding weekly office hours to guide students through technical problems
- Participating in weekly staff meetings to write/grade quiz questions and discuss logistics
- Assisting instructor during lectures and answering students' questions

PROJECTS

DataProfiler (Open-source Contributions)

May. 2023 – Present

- Contributed multiple merged pull requests to repository
- Fixed project's Python type checking configuration and resolved new type errors
- Discussed technical solutions with maintainers on GitHub

ResuMatch (HooHacks 2023)

Mar. 2023

- Used an API to query and process job data from LinkedIn and find matches to PDF resume
- Wrote a Flask backend with REST API, combining team members' individual contributions
- Presented the project to judges with live demo

Wikipedia iOS App (Open-source Contributions)

Dec. 2022 – Jan. 2023

- Opened pull requests for bug fixes and features which were approved and merged by maintainers
- Fixed bugs based on user reports, in large Swift/Objective-C codebase with little documentation

National Parks Map

Nov. 2022 – Dec. 2022

- Wrote a Python script to extract data from a saved Wikipedia article
- Visualized 63 U.S. national parks using React.js and Mapbox

Neural Network Collision Physics Engine

July 2020 – Jan. 2021

- Collected motion data from collision simulations
- Trained neural networks using PyTorch to handle collisions between 2D objects

SKILLS

Python, Java, C++, JavaScript, React.js, HTML, CSS, Bash Shell, Swift, R, Git, Xcode