Junsu Lee

Portland, OR
junsulee2001@gmail.com | (503)-709-9466 | junsoup.com | linkedin.com/in/junsu-lee

SUMMARY

Recent Computer Science graduate specializing in full-stack development and machine learning. I build systems end-to-end, from data pipelines and web apps to neural networks that solve real problems, and I'm passionate about continuously learning and expanding my skills.

EDUCATION

Oregon State University **Corvallis, OR**
Bachelor of Science, Computer Science
Relevant Coursework: Machine Learning and Data Mining, Data Structures, OS I & II

WORK EXPERIENCE

MMT Prep. LLC **Jan 2024 - Mar 2025**
Full Stack Developer
- Led meetings with the team to identify software requirements, ensuring alignment and timely delivery of project milestones, and successfully transitioned to reach the online consumer base.
- Developed user database and server solutions using React and Node.js, enabling non-technical users to access MMT's question database.
- Developed dynamic question generation pipelines from the ground up to generate 25,000 unique problems with step-by-step answers to expand product offering.
- Created a PDF parsing solution to extract required information using a boundary detection + LLM state-machine approach, automating company workflow.

MMT Prep. LLC **Jun 2024 - Mar 2025**
Computer Science Tutor
- Led creation of CS curriculum, guiding students to PCEP, PCAP certifications.
- Developed engaging projects that enhanced students' understanding of programming fundamentals.

PROJECTS

League Team Neural Network
- Built a PyTorch neural network that predicts match outcomes solely from team compositions, achieving a 4.5% competitive edge over baseline. Trained on ~1.5M games (augmented from 250K) and implemented modern ML practices (embedding layers, cross-validation, regularization) with end-to-end data pipelines for preprocessing.

Koi Fish Simulation
- Created an interactive visualizer of a school of fish using THREE.js + GLSL in React. Implemented Boids algorithm expanded to 3D with boundary avoidance. Custom shaders using noise function for unique fish patterning.

Monte Carlo Simulation
- Implemented a Monte Carlo search algorithm to find optimal moves to maximize score in a board game.

SKILLS

Tech: Python, JS, React, SQL, Linux/Unix, Node.js, PyTorch **Languages:** English *(Native)*, Korean *(Native)*