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 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.

Monte Carlo Simulation

• Implemented a Monte Carlo search algorithm to find optimal moves to maximize score in a board game in a research-styled approach.

Koi Fish Simulation

• Created an interactive visualizer of a school of fish using THREE.js + GLSL in React.

SKILLS

Tech: Python, JS, React, SQL, Node.js, PyTorch

Languages: English (Native), Korean (Native)