Junsu Lee

Software Engineer
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Education

Bachelor of Science in Computer Science, Sep 2021 - Jun 2023
Oregon State University, Corvallis, US

Associate of Science in Computer Science, Sep 2019 - Jun 2021
Portland Community College, Portland, US

Employment history

Software Engineer, Jan 2024 - Mar 2025
MMT Prep LLC., Portland, United States

- Lead meetings with team to identify software requirements, ensuring alignment and timely delivery of fast-paced project milestones.
- Successfully lead the transition to an online business to reach the online consumer base.
- Developed dynamic question generation pipelines from the ground up to expand product offering. This involved automated equation analysis to create unique, analytically solvable problems.
- Created and managed a large mySQL database of validated problems, geared towards pSAT, SAT, ACT, and AP.
- Created automated parsing solutions to extract relevent information using a state-machine + LLM inferencing approch.
- Built full-stack database accessing solutions using Node.js/HTML/CSS/React for non-technical tutors to create course materials.

Computer Science Teacher, Jun 2024 - Mar 2025
MMT Prep LLC., Portland, United States

- Lead the creation of the Computer Science course at MMT. Taught middle to high school students computer science fundamentals up to roughly 1st to 2nd year university's equivalent.
- Helped students earn their PCEP and PCAP certifications.
- Created courses for students to build fun projects, including console-based programs and 2D games using pygame.

Relevant Projects

Optimal Team Composition Finder, Personal Project
Created a neural network with Pytorch with GPU acceleration to predict the best characters to play in a competitive game to maximize winrate. Leveraged methods including embedding layers, data augmentation, cross-validation, and achieved state-of-the-art performance.

Monte Carlo Simulation, Personal Project
Implemented a Monte Carlo search algorithm to find optimal moves to maximize points in a board game in a research-styled approch.

Koi Fish Simulation, Personal Project
Dynamic visualizer simulates a school of fish swimming in a glass tank.Used THREE.js and used vectors, matricies, and quaternions to simulates trajectory and rotation to ensure collision-avoidence. Created the models using 3D modeling software. Interactable on portfolio.

Skills

Python, Machine Learning, JavaScript, SQL, HTML, CSS, Java, Rust, C, React, Node.js, PyTorch, NumPy, Three.js.

Languages

English *(Native)*, Korean *(Native)*, Spanish *(Proficient)*.

Links

Portfolio: junsoup.com, GitHub: github.com, LinkedIn: www.linkedin.com.