

# Junsu Lee

Software Engineer

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## Education

### Bachelor of Science in Engineering in Computer Science, Sep 2021 - Jun 2023

Oregon State University, Corvallis, US

Focus in Artificial Intelligence

### 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

- Developed MMT's dynamic question generator from the ground up and created 50,000 validated questions.
- Implemented 10+ automated developer web applications using Node.js/HTML/CSS to assist in database processing in a user-friendly manner.
- Developed a automated scripts to translate a complex code repository written in a foreign language of 5000+ files to English.
- Co-lead the team to identify software requirements, ensuring alignment and timely delivery of fast-paced project milestones to transition from an originally local tutor business to an online business to reach 10x customers.

### Computer Science Teacher, Jun 2024 - Mar 2025

MMT Prep LLC., Portland

- 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 to predict the best characters to play in a competitive game to maximize winrate. Leveraged methods including embedding layers, data augmentation, cross-validation. Accuracy is only 0.5% lower than commercially available products online.

### Koi Fish Visualizer, Personal Project

Visualizer simulates a school of fish swimming around in a glass tank. Used THREE.js and created the models. Interactable on portfolio.

### Monte Carlo Simulation, Personal Project

Implemented a Monte Carlo search algorithm to find optimal moves to maximize points in a board game.

## Skills

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

## Languages

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

## Links

Portfolio: [junsoup.com](https://junsoup.com), GitHub: [github.com](https://github.com), LinkedIn: [www.linkedin.com](https://www.linkedin.com).