Kyaw Ye Thu

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PUBLICATION

[1] Jun Seong Kim*, **Kyaw Ye Thu***, Javad Ismayilzada, *et al.* "WHEN TOM EATS KIMCHI: Evaluating Cultural Awareness of Multimodal Large Language Models in Cultural Mixture Contexts"
Workshop on Cross-Cultural Considerations in NLP (C3NLP) at NAACL 2025, *Received Outstanding Paper Award

WORK EXPERIENCE

Axinvent (Sort Robotics)
IoT Developer   *June 2025 - Present, Korea*

IoT Device Development: Designed and developed IoT devices equipped with sensors that can communicate with each other and the internal server for precision agriculture using Arduino, LoraWAN modules, and Nvidia's Jetson Orin Nano

KAIST (U&I Lab x XFACT Lab)
Student Researcher   *Aug 2024 - Feb 2025, Korea*

Benchmark Construction: Developed an image augmentation pipeline and compiled 2.5K images as a cross-cultural VQA benchmark, named *MixCuBe*, which encompasses five countries for the evaluation of cultural awareness of multi-modal LLMs

Model Evaluation & Publication: Evaluated SOTA multi-modal LLMs on the benchmark developed, analyzing their cultural awareness, and published a research paper on findings as a main author

Thate Pan Hub
CS Instructor   *Nov 2021 - May 2022, Myanmar*

Burmese TTS Development: Led a development team building Burmese Text-to-Speech system to assist with teaching

Computer Science Training: Taught programming, AI and data science principles to teenagers from all over Myanmar. Helped organize Hub&Hack, a national hackathon for such youths.

Social Contribution

KISA (KAIST International Student Association)
Welfare Division Member   *Feb 2023 - Dec 2023, Korea*

- Contributed to the operation of various events and welfare programs for KAIST international students, such as KAITalk (Alumni Talk) and Freshmen Night
- Contributed as a host (MC) of the Food Festival, the biggest international spring festival of KAIST

ASCEND (Multi-sports Student Club)
Futsal Division Head   *Jan 2024 - Dec 2024, Korea*

- Led the rule enforcement, scheduling, and other logistics of two of the biggest futsal events in KAIST, Futsal tournament of Sports Festival (2023, 2024) and ASCEND Futsal League (AFL)

SUMMARY

A junior CS undergraduate specializing in AI since 2021. Have a year of experience in training teenagers in programming, AI and data science. Interested in creating computing systems that enable advanced AI and computer graphics applications from both hardware and algorithmic perspectives.

EDUCATION

KAIST (Korea Advanced Institute of Science and Technology)
Daejeon, Korea   **2022 – Present**
Bachelor of Science - Computer Science
CGPA: 3.48/4.3

RELEVANT COURSEWORK

- Data Structures
- Algorithms
- Software Engineering
- Sensors & Applications
- Deep Learning
- Intro to AI
- System Programming
- Computer Organization
- Operating System & Lab
- Computer Graphics
- Graph Machine Learning & Mining

PROJECTS

- **Space Invaders**. A full-fledged arcade-style yet upgraded 2D space shooting game built with Gamemaker language
- **Burmese G2P**. Burmese Grapheme to Phoneme Converter for automatic speech recognition (ASR) and text-to-speech (TTS)
- **Dymanic Brain Connectome Learning**. A graph machine learning system for learning temporal and spatial patterns of brain activation from fMRI images for (1) brain activation prediction duration language tasks and (2) performance prediction
- **Pintos**. A simple operating system framework for the x86-64 architecture with fully functional thread scheduling, system calls and virtual memory