

# Kyaw Ye Thu

Daejeon, Republic of Korea

✉ kyawyethu@kaist.ac.kr  
in linkedin.com/in/kyaw-ye-thu

☎ (+82) 10-5165-7883  
github.com/kyaw-yethu

🌐 kyaw-yethu.github.io

## 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 senior undergraduate from the School of Computing, KAIST, majoring in computer science and minoring in business and technology management (BTM). Specialized in AI and interested in tackling intelligence and graphics-related problems from the perspectives of both hardware and algorithms.

## 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
- Software Engineering
- Deep Learning
- System Programming
- Operating System &
- Algorithms
- Sensors & Applications
- Intro to AI
- Computer Organization
- Computer Graphics Lab
- 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