

# 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

**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 encompassing five countries for the evaluation of cultural awareness of multi-modal large language models

**Evaluation of Models:** Evaluated GPT-4o, InternVL, and GLM-4v on the benchmark developed, analyzing their cultural awareness

**Result Analysis & Paper Publication** Conducted data visualization, extracted key insights, and published a research paper on findings as a main author

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

**AI and Programming Courses Teaching:** Taught introductory AI classes (machine learning, NLP, geo-spatial AI, and AI ethics) and guided students to build their own classification models as a final project.

**Hackathon Organization:** Helped organize Hub&Hack, a national hackathon for teenagers across Myanmar. Offered participants technical training potentially needed to participate

**Data Analytics Training:** Conducted SAP Analytics Cloud training across Myanmar, equipping learners with data analysis and visualization skills as part of the ASEAN Data Science Explorer competition.

## 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. Interested in solving intelligence and graphics-related problems from both hardware and algorithmic perspectives. Currently focusing on system for AI to accelerate training models and visual computing to create virtual environments for education and entertainment purpose.

## EDUCATION

**KAIST (Korea Advanced Institute of Science and Technology)**

**Daejeon, Korea** 2022 – Present

*Bachelor of Science - Computer Science*

CGPA: 3.51/4.3

## RELEVANT COURSEWORK

- |                        |                          |
|------------------------|--------------------------|
| - Data Structures      | - Algorithms             |
| - Software Engineering | - Graph Machine Learning |
| - Deep Learning        | - Intro to AI            |
| - System Programming   | - Computer Organization  |
| - Operating System     | - Computer Graphics      |

## PROJECTS

- **Space Invaders.** A full-fledged arcade-style yet upgraded 2D space shooting game built with Gamemaker Studio
- **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