

Kun Han Lee

SOLUTION ARCHITECT · NVIDIA

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Summary

Got 2 years experiments of becoming a Solution Architect in NVIDIA and focus on Omniverse developing and infrastructure. Interested in devising a better problem-solving method for challenging tasks, and learning new technologies and tools if the need arises.

Work Experience

NVIDIA. Co., Ltd.

SOFTWARE ENGINEER

- Haven't start yet.

Taipei, Taiwan

Sep. 2025 - Present

SOLUTION ARCHITECT

- Support customer to use NVIDIA Omniverse, focus on synthetic data generation
- Built sample replicator extension
- First support on LLM RAG workflow using NVIDIA NIM.

Dec. 2023 - Aug. 2025

Honors & Awards

INTERNATIONAL

2024 **Author**, NVIDIA GTC Talk: Empower Virtual Collaboration for Digital Twins Through Omniverse

San Jose, U.S.A.

DOMESTIC

2024 **Silver Prize**, TSMC IMC Large Language Model (LLM) Application Competition

Taipei, Taiwan

2024 **Best Paper Award**, Chinese Institute of Industrial Engineers (CIIE) Conference 2024

Taipei, Taiwan

2024 **Honorary Member**, Phi Tau Phi Scholastic Honor Society

Taipei, Taiwan

2023 **Best Paper Award**, 26th Decision Analysis Symposium Conference

Taipei, Taiwan

Education

National Taiwan University of Science and Technology (NTUST)

Taipei, Taiwan

M.S. IN INDUSTRIAL MANAGEMENT

Dec. 2023 - Aug. 2025

- Thesis: Neural FFT GAN: A Fourier-Based Generative Model for Non-Stationary Texture Magnification
- Overall GPA: 4.0 / 4.3

National Taiwan University of Science and Technology (NTUST)

Taipei, Taiwan

B.S. IN INDUSTRIAL MANAGEMENT

Aug. 2020 - Dec. 2023

- Overall GPA: 3.89 / 4.3

MINOR IN COMPUTER SCIENCE AND INFORMATION ENGINEERING

Aug. 2021 - Dec. 2023

- Overall GPA: 4.1 / 4.3

Industry-Academia Collaboration

MA-tek

Hsinchu, Taiwan

PROJECT RESEARCHER

Aug. 2024 - Aug. 2025

- Project: Use of T-CAD simulation data to improve semiconductor measurement accuracy.
- Built customized T-CAD simulation environments from the NVIDIA Omniverse Kit.

AUO Corporation

Hsinchu, Taiwan

PROJECT RESEARCHER

Dec. 2023 - Jul. 2024

- Project: Research on Multimodal Language Models in Defect Detection.
- Leveraged Retrieval-Augmented Generation (RAG) to support and enhance the training process for multimodal models.

GIGABYTE

Taoyuan, Taiwan

PROJECT RESEARCHER

Aug. 2023 - Dec. 2023

- Project: Research on Transfer Learning and Few-Shot Learning for digital twin applications.
- Developed digital twin virtual environments using NVIDIA Omniverse.
- Utilized virtual data generation to address challenges related to limited data collection and acquisition.

