

LILLY DAHEE KWON

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EDUCATION

COLUMBIA UNIVERSITY

B.A in COMPUTER SCIENCE
and VISUAL ARTS

Expected May 2020 | New York, NY

Track: Vision, Graphics, and Robotics

Relevant Coursework (*current):

Data Structures and Algorithms
Advanced Programming
Fundamentals of Computer Systems
Computer Science Theory
Linear Algebra
Computer Architecture
Computer Animation
Computer Vision*
Introduction to Databases*

LE CORDON BLEU

Oct 2015 - Mar 2016 | London, UK

THE LAWRENCEVILLE SCHOOL

Aug 2011 - May 2015 | Lawrenceville, NJ

SKILLS

PROGRAMMING

Java	C
C++	C#
Python	Javascript
HTML	CSS
SQL	RISC Assembly (MIPS)

TOOLS

React.js	Vue.js
Node.js	Unity
Git	Linux/Unix
Latex	

DESIGN

Adobe Creative Suite
(Photoshop, Illustrator, InDesign, XD,
Lightroom)
Sketch

WORK EXPERIENCE

CREATIVE MACHINES LAB - COLUMBIA UNIVERSITY | RESEARCH ASSISTANT

Sept 2019 - Present | New York, NY

- Design and create a Graphical User Interface (GUI) for a 3D food printer which simultaneously prints and cooks food using laser heat technology
- Modify and combine 3 different existing software systems being used in the food printing process

ARMAMENTS RESEARCH COMPANY | SOFTWARE ENGINEERING INTERN

June 2019 - Aug 2019 | New York, NY

- Researched, designed and developed a new user-friendly company website using React.js and Express.js
- Incorporated Agile methodology in the structuring of the project from user stories to sprint planning and execution

IBEGOO, CGUI LAB - COLUMBIA UNIVERSITY | RESEARCH ASSISTANT

Sept 2018 - Jan 2019 | New York, NY

- Developed the user interface for iBegoo, a web application that allows for the user to write interactive, nonlinear stories and export them in C# for Augmented Reality development in Unity

72 SECONDS | MARKETING INTERN

July 2017 - Aug 2017 | Seoul, Korea

- Organized and presented marketing projects for the release of the new clothing line "dxyz"

JOH COMPANY | CONSULTING INTERN

June 2016 - Aug 2016 | Seoul, Korea

- Wrote collaborative feature in company's monthly magazine "Magazine B" with 20,000 copies in monthly circulation
- Analyzed relevant markets for ongoing consulting projects: independent roastery cafes, VOD services, small scale housing

PROJECTS

AOKIGAHARA | TWO-PERSON PROJECT

June 2018 - Dec 2018 | New York, NY

- Designed and created a room escape puzzle game in C# using Unity
- Constructed algorithms for various puzzles in the game such as sliding block puzzles and phone keypad puzzles

LUNAR GALA - COLUMBIA UNIVERSITY | DIRECTOR, FASHION DESIGNER

Dec 2017 - Feb 2018 | New York, NY

- Directed a scene for the largest student-run fashion show in Columbia with 200+ attendees
- Designed 8 full outfits, props, set, and choreography for the 10 minute scene involving 14 models