

# Minjoon Choi

📍 Seoul, South Korea 📩 minjoonchoi08@snu.ac.kr 💻 m-joon-ixix.github.io 💬 in 💬 m-joon-ixix

## Interests

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Knowledge-Aware Language Models, Vision-Language Models (VLMs),  
Trustworthy & Reliable Language Models for High-Stake Applications, Software Design

## Education

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<b>Seoul National University</b> <i>Candidate for B.S. in Computer Science</i>	<i>Mar 2019 – Present</i>
◦ GPA: 4.04/4.3 (3.88/4.0)	
◦ GPA for CS Major Courses: 4.15/4.3 (3.97/4.0)	
<b>University of Washington</b> <i>University-Wide Exchange Student</i>	<i>Mar 2025 – Jun 2025</i>
◦ GPA: 4.0/4.0	
<b>Hana Academy Seoul</b> <i>High School Diploma</i>	<i>Mar 2015 – Feb 2018</i>

## Professional Experience

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<b>Software Engineer</b> <i>Dunamu Inc. — Stockplus Backend-Team</i>	<i>Mar 2021 – Feb 2024</i>
<i>Mandatory military service completed as an Industrial Technical Personnel</i>	<i>Seoul, South Korea</i>
◦ Management of 600K MAU servers running on Ruby On Rails & Kotlin Spring	
◦ Led the team on managing user asset data, financial news contents	
◦ Implementation of robust micro-service server architectures	
◦ Partial management of MySQL databases & Kubernetes infrastructure	

## Research Experience

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<b>Undergraduate Research Assistant</b> <i>University of Washington, Information School</i>	<i>Jun 2025 – Present</i>
◦ Advisor: Prof. Lucy Lu Wang	<i>Seattle, WA / Remote</i>
◦ Evaluating the abstention capabilities of vision-language models (VLMs)	
◦ Implementing a two-stage VLM abstention algorithm based on image & text confidence calibration	
<b>Undergraduate Researcher</b> <i>University of Washington</i>	<i>Apr 2025 – Jun 2025</i>
◦ Individual research (CSE 499) on the patterns of large language model hidden representations	<i>Seattle, WA</i>
◦ Conducted under the mentorship of Yike Wang (PhD Student, School of Computer Science & Engineering)	
<b>Undergraduate Research Assistant</b> <i>Seoul National University, Department of Computer Science &amp; Engineering</i>	<i>Jun 2024 – Feb 2025</i>
◦ Advisor: Prof. Sang-goo Lee	<i>Seoul, South Korea</i>
◦ Developed a unified framework for the alignment of language models towards reliable behaviors when facing knowledge conflicts & uninformative external documents	

**Undergraduate Research Opportunity Program**  
*Seoul National University, Department of Computer Science & Engineering*

*Mar 2024 – May 2024*  
*Seoul, South Korea*

- Advisor: Prof. Hanbyul Joo
- Visualized flawed segments, added annotation to Parahome motion capture data

## Teaching Experience

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**Computer Programming (M1522.000600)**

*Fall 2025*

*Head Teaching Assistant*

*Seoul National University, Department of Computer Science & Engineering*

- Instructor: Prof. Ohchul Kwon
- Developed programming questions for mandatory lab sessions, Running weekly lab sessions, Grading exams and lab assignments, Overall course management

**Database Systems (M1522.001800)**

*Fall 2024*

*Undergraduate Teaching Assistant*

*Seoul National University, Department of Computer Science & Engineering*

- Instructor: Prof. Sang-goo Lee
- Arranging in-class quiz sessions, Q&A on project assignments, Grading exams and assignments

## Publications

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**Reliability Across Parametric and External Knowledge: Understanding Knowledge Handling in LLMs**

*2025*

*Under Review*

Youna Kim, *Minjoon Choi*, Sungmin Cho, Hyuhng Joon Kim, Sang-goo Lee, Taeuk Kim

## Poster Presentations

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**Towards the Use of Layer-to-Layer Stability Patterns for Early Accuracy Estimation in Question Answering**

*2025*

*ICCE-Asia 2025*

*Minjoon Choi*

## Projects

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**RoParQ: Alignment of Large Language Models Towards Robustness to Paraphrased Questions**

*Sep 2025 - Present*

*Undergraduate Thesis & Natural Language Processing Course Term-Project*

- Evaluating LLMs' robustness to paraphrased questions, using a self-constructed benchmark ‘RoParQ’
- Seeking improvements in robustness to paraphrasing through supervised reasoning-based fine-tuning
- Tools Used: Python, Pytorch, Transformers

**PowerPuff Buns**

*Sep 2024 - Dec 2024*

*Principles and Practices of Software Development Course Team Project*

*swpp-team10-2024fall ↗*

- Led the team in developing a 3-D arcade-style shooting (TPS) game where players move a character to dodge obstacles, collect items, and defeat enemies
- Tools Used: C#, Unity, Blender

## Honors & Awards

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**Seoul National University College of Engineering Data Utilization Idea Contest**

*Sep 2025*

*Awarded 2nd Place*

*Presented by College of Engineering Office of Information / Public Affairs*

**Korea & USA Advanced Field Student Exchange Funding Scholarship**  
*Presented by Korea Institute for Advancement of Technology*

*Spring 2025  
Financial Aid*

**Semiconductor Specialized University Scholarship**  
*Presented by Korea Institute for Advancement of Technology & Ministry of Education*

*Fall 2023 - Present  
Academic Incentives*

**Academic Scholarship**  
*Presented by Seoul National University Office of Student Affairs*

*Fall 2020 - Present  
Tuition Fees*

## Technical Skills

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**Programming:** Python, Ruby, Java, Kotlin, C, C#, C++, MySQL, R, OCaml, LaTeX

**Frameworks:** Spring, Ruby on Rails, Pytorch, Pandas, Numpy

**Tools:** Git, Notion, Unity, Blender

## Languages

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**Korean:** Native

**English:** Full Professional Proficiency