Do June Min

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https://mindojune.github.io/ Department of Electrical Engineering and Computer Science

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Education University of Michigan

MS in Computer Science, Current GPA: 3.85

Expected Graduation Date: May 2020

Swarthmore College

BSc, Double Major in Computer Science and Mathematics, GPA: 3.86

Graduation Date: May 2018

Korean Minjok Leadership Academy

Graduation Date: February 2012

Academic Experience Summer Research at Computer Science Department of Swarthmore College

> Research Title: Does deception work in FlipIt security games? Topic: Cybersecurity game model with imperfect observation

Work Experience Samsung Software Center, Seoul

Intern, Smart Mobile Application Development Team, June 2016 - August 2016

Project: Human Activity Recognition with Smartphones for SmartHome App

Projects Research: Insights from Attacking Interpretable Models

Investigated Style Transfer and Input Thresholding as a means to make deep

learning models more robust against adversarial attacks on images

Research: Using NEAT + ES to Play Games

Approached the problem of playing "Flappy Bird" game via evolutionary strategy along with the neuroevolution of augmenting topologies method.

Development: Finite State Transducer for Korean in Apertium

Developed a tool for morphological analysis and generation, and POS tagging

of Korean

Awards and Surdna Foundation Fellowship

Fellowships Granted for Summer Research with Swarthmore Faculty Member, 2017

Member of Sigma Xi, The Scientific Research Honor Society

Inducted in 2017 for Research Work with Faculty Member

Programming Languages Python, C++, Java

Research Interests Machine Learning, Natural Language Processing

Relevant Coursework Machine Learning, Deep Learning, Computational Linguistics,

Artificial Intelligence, Adaptive Robotics, Semantics