SEUNGHAN, LEE

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EDUCATION

Yonsei University

Northeastern University

iversity Expected: May 2025 ee, Computer Science Boston, MA

Master of Science, Computer Science
Activities: Teaching Assistant (Natural Language Processing, Discrete and Data Structure)

Bachelor of Science, Economics

Graduated: February 2020 Seoul, South Korea

Activities: Mentor's Club (Leadership), Tutor (Mathematics), I Café (Cultural Ambassador)

Coursework: NLP, Distributed Systems, Data Structures, Algorithms, Object Oriented Programming, Database, Networking

PROFESSIONAL EXPERIENCE

AI Engineer Jun 2024 – Aug 2024

BCG X

Los Angeles, CA

- Boosted efficiency of team by 20% through developing 2 layer RAG-based GenAI Chatbot App using Llama Index.
- Designed the architecture of AWS services including ECR, ECS, and S3, and deployed the chatbot application.
- Developed an interactive graph **visualization module** for **data lineage** for **100**+ schemas and their relationship in attribute level.

Software Development Engineer Intern

May 2023 – August 2023

NU WiNS Lab

- Boston, MA
- Achieved significant improvement in bandwidth by 90% and latency by 50% for the live video streaming application.
 Developed Python Script to automate capturing of 1M+ UDP packets and visualizing network performance using Tcpdump,
- reducing manual effort by 95% and accelerating efficiency in network monitoring.
- Spearheaded architecture and development of both the **backend** and **frontend** of **web app**, integrating with **Android** Application.
- Leveraged **Firebase** as hosting and Firestore database that works as a signaling server for SDP and ICE candidate negotiation.
- Refactored extensively video capturing program written with Video For Linux 2 library in C++.

Computer Science Instructor

July 2023 - February 2024

Microsoft

Boston, MA

Seoul, South Korea

- Taught Java Language to 30+ underrepresented high school students, improving their access to computer science education.
- Collaborated with teachers to develop homework, automated tests, and provided support in addressing questions.
- Successfully articulate intricate concepts in a simplified manner, resulting in 100% participation rate for the class.

Consultant

KPMG

September 2020 – December 2022

• Increased efficiency by 80% through implementing Python script to automate file categorization for pdf files.

- Led a team to develop tax computation templates for the newly stipulated cross-border e-commerce taxation.
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- Efficiently communicated financial risk exposures to its stakeholders during **buy-side M&A Due Diligence**.

PROJECTS

Distributed Systems using Raft Consensus Algorithm | C++, Distributed System

January 2024 – March 2024

Reliable and replicated key-value store system developed in C++

- Optimized **multithreaded** server, **reducing latency by 30%** through efficient **synchronization** technique and thread pools.
- Developed highly reliable and failure-tolerant replicated server and client using Raft Consensus Algorithm in C++.
- Implemented **RPC interface** to enable communication between servers and to allow recovery of the failed servers.

Generative Dungeon Game | Backend Development, Java, AWS, OOP, Algorithm

February 2023 – May 2023

Java Game with interactive GUI and efficient Backend Design

- Developed backend system for a randomly generated 8-bit dungeon crawling game following OO Design, test-driven
 development and MVC software development pattern in Java. Deployed the program to an AWS EC2 instance.
- Implemented **Graph algorithms** to randomly generate rooms connected with hallways in the Minimum Spanning Tree and to move enemies in Shortest Path to the player.

SKILLS & ACHIEVEMENTS

Programming Languages – Java, Python, C++, C, C#, TypeScript, JavaScript, HTML, CSS, SQL, Kotlin

Tools & Frameworks – Git, Linux, Node.js, Next.js, React, Django, Spring Boot, Android Studio, Unity, Wireshark, TensorFlow **Cloud & Databases** – AWS, Google Cloud, Firebase, Docker, Kubernetes, MongoDB, MySQL, PostgreSQL, GraphQL