Seongtaek Lim

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https://stlim0730.github.io

Education

Cornell University
PhD in Information Science
Minor in Computer Science
Aug 22 2016 - Aug 19 2019
New York, NY

UC Berkeley
PhD Student
in Information Science
Transferred out with my advisor
Aug 22 2012 - Aug 21 2016
Berkeley, CA

Yonsei University
MS in Cognitive Engineering
Human-Computer Interaction
Mar 2 2007 - Feb 23 2009
Seoul, South Korea

Yonsei University
BS in Computer Science
Mar 3 2003 - Feb 26 2007
Seoul, South Korea

Skills

Programming / Software
C/C++/C# • Java • Python • HTML • JavaScript • CSS • PHP • Perl • LISP • Pig • SQL • NoSQL • MySQL • PostgreSQL • MongoDB • Git

Libraries & Frameworks
TensorFlow • Scikit-learn • Scipy • Pandas • Numpy • Django • Flask • Tornado • React.js • Backbone.js • D3.js • Node.js • Express.js • Webpack • Mongoose

Techniques
Full-stack development • Machine learning • Deep learning • Natural language processing • Data visualization • Statistical analysis

Stat / BI Tools
R • SPSS • Tableau

Relevant Coursework

• Data Mining and Analytics
• Analyzing Big Data with Twitter
• Cutting-Edge Web Technology
• Information Visualization and Presentation
• Applied Natural Language Processing
• Causal Inferences and Design on Experiments

Doctoral Research

Cornell University Software Designs to Support User Collaboration
My research has largely focused on software development and research on the impacts of software designs on users behaviors. I build novel interactive software tools for collaboration, data collection, and data analysis. I'm the creator of GLIDE, MOOCchat, Farmview, CoHeadline, and WordToRI.

Patent

- H. Ko, Kim, J., H. Park, D. Kang, Park, C., **Lim, S.** , Cha, S. Y., H. Cho, System for Tangible Broadcasting and Control Method using the Same, 10-1076691, Oct. 2011

Work Experience

Adobe Full Stack Software Engineer IV
Sep 16 2019 - Present | 345 Park Ave, San Jose, CA 95110

- User analytics engineering for AI-powered products (project Phylo and Camelia)
- Data analysis on product usage data
- Development of web-based data generation software for internal purpose

ProPublica Research Fellow at Civic News Lab
Jun 20 2016 - Aug 19 2016 | 155 6th Ave 13th Floor, New York, NY 10013

- Development of a data collection software for data-driven journalism
- Development of a browser extension visualizing A/B testing in online journalism
- Work published in ProPublica's third episode of Breaking the Black Box series (https://www.propublica.org/article/breaking-the-black-box-when-machines-learn-by-experimenting-on-us)

Fuji Xerox Palo Alto Laboratory Research Intern
May 26 2014 - Aug 15 2014 | 3174 Porter Dr, Palo Alto, CA 94304

- Topic modeling of dynamic temporal ranges of documents using LDA
- Development of a data visualization tool for exploratory analysis
- Work published in ACM conferences – CSCW15 and IUI16

KAIST Institute for Information & Electronics Research Military Service Exempted Research Scientist
Mar 9 2009 - Mar 30 2012 | 335 Gwahangno, Yuseong-gu, Daejeon, South Korea

- Worked on social computing and human-computer interaction research
- Work published in international journals – IJHCS and CHB

Selected Project Experience (More can be found at https://stlim0730.github.io/)

GLIDE; Git-Learning IDE Developed and deployed a web-based IDE designed toward systematic collaboration process according to triangular workflow of Git for novice users' web programming practice. The scaffolding design helped the users' task performance.
(**Django** / **Python** / **React.js** / **JavaScript** / **GitHub API** / **Nginx**)

DeepProspect Collected and analyzed 230k+ season records for MiLB data and 96k+ season records for draft data using deep learning and support vector machine to predict promising players among the current young players. Shared the results with Boras Corporation, the largest sports agency in the world.
(**TensorFlow** / **Scikit-learn** / **Pandas** / **Scipy** / **BeautifulSoup** / **Python**)

MOOCchat Developed and deployed a web-based real-time group formation and discussion tool for online education platforms (MOOCs). The design of the software implemented collaborative learning in an isolated context.
(**Node.js** / **Express.js** / **AJAX** / **JavaScript** / **HTML** / **CSS**)

VirtualStadium Developed a social media where users watch sports games while interacting with each other through gesture-based communication channels.
(**Java** / **Tomcat** / **Python** / **JavaScript** / **HTML** / **CSS**)

Awards

Google
Research Grant
Social Interactions Focused Program
2012

Cornell University
Research Assistantship
2016 - 2019

UC Berkeley
Research Assistantship
2012 - 2014

UC Berkeley
Teaching Assistantship
2014 - 2015

References

Tapan Parikh, PhD
Associate Professor
Information Science
Cornell University
tsp53@cornell.edu

Xin Lu, PhD
Engineering Manager
Emerging Product Group
Adobe
xinl@adobe.com

Patrick Chiu, PhD
Principal Research Scientist
Fuji Xerox Palo Alto Laboratory
chiu@fxpal.com

Jinwoo Kim, PhD
Professor
Graduate Program in Cognitive Science
Yonsei University
jinwoo@yonsei.ac.kr

Kwangyun Wohn, PhD
Emeritus Professor
Graduate School of Culture Technology
wohn@kaist.ac.kr
KAIST

Leadership Activities

Social Chair
PhD students organization at Cornell Tech (PACT)

Observation Dept Chair
Yonsei Amateur Astronomical Association (YAAA)

Publications

Lim, S. , Varanasi, R., & Parikh, T. (2018). GLIDE (Git-Learning IDE): In-class collaboration in web engineering curriculum for youths. *In Proceedings of the 49th ACM Technical Symposium on Computer Science Education (SIGCSE '18). ACM.*

Chen, F., Chiu, P., & **Lim, S.** . (2016). Topic Modeling of Document Metadata for Visualizing Collaborations over Time. *In Proceedings of the 21st International Conference on Intelligent User Interfaces (IUI '16). ACM.*

Lim, S. , & Chiu, P. (2015). Collaboration Map: Visualizing Temporal Dynamics of Small Group Collaboration. *In Proceedings of the 18th ACM Conference Companion on Computer Supported Cooperative Work & Social Computing (CSCW '15). ACM.*

Coetzee, D., **Lim, S.** , Fox, A., Hartmann, B., & Hearst, M. A. (2015). Structuring interactions for large-scale synchronous peer learning. *In Proceedings of the 18th ACM Conference on Computer Supported Cooperative Work & Social Computing (CSCW '15). ACM.*

Lim, S. , Coetzee, D., Hartmann, B., Fox, A., & Hearst, M. A. (2014). Initial experiences with small group discussions in MOOCs'. *In Proceedings of the first ACM conference on Learning@ scale conference (L@S '14). ACM.*

Lim, S. , Cha, S. Y., Park, C., Lee, I., & Kim, J. (2012). Getting closer and experiencing together: Antecedents and consequences of psychological distance in social media-enhanced real-time streaming video. *Computers in Human Behavior, 28(4), 1365-1378.*

Lim, S. , Cha, S. Y., Park, C., Lee, I., & Kim, J. (2011). Idioculture in crowd computing: A focus on group interaction in an event-driven social media system. *International Journal of Human-Computer Studies, 69(10), 632-646.*

Lim, S. (2009). Co-experience: Enhancing the interactive experience of social media users through tangible interaction. *Master's Thesis, Yonsei University.*

Lim, S. , Park, C., Cha, S. Y., Moon, J., Lee, I., & Kim, J. (2009). The role of event-driven social media and dynamic sports broadcasting system as crowd computing media. *Crowd-Computer Interaction Workshop in the 27th International Conference on Human Factors in Computing Systems (CHI '09). ACM.*

Yang, S., **Lim, S.** , Lee, I, Lee, S., & Kim, J. (2008). A study on interaction factors influencing use intention of interactive video service: Focusing on media synchronicity. *In Proceedings of the Seventh Annual Workshop on HCI Research in MIS (Pre-ICIS '08).*

Teaching Experience

Information Technology High School Guest Lecturer
Oct - Nov 2018 | Queens, NY

- Web front-end programming with HTML, CSS, and JavaScript following Git workflow
- High school seniors

UC Berkeley Teaching Assistant
Fall 2014 - Spring 2015 | Berkeley, CA

- Data Structure and Algorithms course
- Master of Information and Data Science program in School of Information