

## EDUCATION

---

**University of California, Irvine | Computer Science B.S.** Irvine, CA

*June 2025*

Cumulative GPA: 3.557

- Specialized in Intelligent Systems, which focused on building systems that can reason, learn, and make decisions using data

### Relevant Coursework

- Programming in C++, Programming in Python, Data Structures and Algorithms, Discrete Mathematics, Software Engineering, Data Management, Artificial Intelligence, Machine Learning, Computer Vision

## WORK EXPERIENCE

---

**Fader - Software Engineering Intern**

*Summer 2025*

- Developed a polished, functional desktop UI using XAML and C# within Visual Studio.
- Designed and prototyped new interface layouts in Figma, translating design elements into live WPF components

Marugame South Coast Plaza *Trainer*

*September 2023 - present*

Develop skills in communication, customer service, and training incoming workers in a fast-paced team environment.

## PROJECTS

---

**Music Analysis for Discovery**

*Winter 2025*

- Collaborated with a team to develop a fullstack web application that allows users to enter a spotify link of their favorite song and receive a playlist of recommended songs for discovery
- BE developed in Python using Flask. Implemented K-Means clustering, k-Nearest Neighbors, and Autoencoders to create an in-house music recommendation algorithm
- FE developed with HTML/CSS and JavaScript
- Designed custom UI directly into Flask using `render_template_string`, enabling client-side interaction and asynchronous requests for recommendations via `fetch()`

**Agar.io-type game**

*Spring 2022*

- Built a 2D sandbox game using Python and Tkinter, where players control dynamic, interacting cells.
- Applied object-oriented principles, designed collision and growth mechanics, and implemented a responsive UI. Focused on game logic, entity tracking, and user control handling.

## EXTRACURRICULARS

---

**Video Game Development Club at UCI**

*2022, 2023*

- **Rhythm game scaffold project**

*October-December of Fall 2022*

<https://lydschung.itch.io/sea-of-beats>

- Designed title and other animated assets using Piskel, pitched ideas in team meetings.

- **2D tower defense-type game**

*January-March of Winter 2022*

- Designed level selection, backgrounds, castles & character concept arts.
- Programmed friendly unit spawning and movement logic using Python, including timed waves and path-following behavior.

**URMO (Unique Representation of Movement) Team Captain**

*2022-2023*

Led a UCI dance team and provided artistic input during meetings and practices, curated social media posts and team gear.

**Freelance Artist** @JuyoonArt - created 250+ artworks, animations, and paintings. Created an online store, 50+ commissions.

**Interests:** Running, Snowboarding, Drawing, Animation, Video Games, Board Games, Music, Card Collecting

## TECHNICAL SKILLS

- Languages: Python, C++, C, HTML/CSS, JavaScript, Xaml
- Tools: Visual Studio, Eclipse, Git, GitLab, Atom, Google Colab, Figma
- Frameworks and Libraries: NumPy, Pandas, Tkinter, TensorFlow, PyTorch, Scikit-learn