

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