Profile

Name	Jaeyoung Suh		
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About page	https://tjwodud04.github.io/intro/?lang=en		

Education

Degree	Institution	Period
M.S. in Artificial Intelligence (Data Science)	Hanyang University Graduate School	Mar 2020 – Feb 2022
B.S. in Computer Science	Korea National Institute for Lifelong Education (Bachelor's Degree by Examination)	Feb 2020
B.A. in History and English Language & Literature	Yonsei University, Wonju Campus	Mar 2014 – Feb 2018

Work Experience

Company	Employment Type	Position	Period
AIPIA	Contract	AI Engineer (Image Generation)	Oct 2025 – Present
AIO2O	Full-time	AI Engineer (LLM)	Sep 2023 – Mar 2025
BasgenBio	Full-time	AI Engineer (NLP, Computer Vision)	Mar 2022 – Sep 2023

Publications

Year	Title	Link	PDF
2025	Mingyu Jeon, Suwan Cho, and Jae Young Suh. "PPoGA: Predictive Plan-on-Graph with Action for Knowledge Graph Question Answering." Accepted to GMLLM 2025 (Frontiers in Graph Machine Learning for the Large Model Era), CIKM 2025 Workshop		
	Jae Young Suh and Mingyu Jeon. "A Modular Prototype of Emotion-Aware Proactive Voice Agent with Live2D Embodiment." Accepted to ProActLLM 2025 (Proactive Conversational Information Seeking with Large Language Models), CIKM 2025 Workshop		
2024	Mingyu Jeon and Jae Young Suh. "Mimicking Human Emotions: Persona-Driven Behavior of LLMs in the 'Buy and Sell' Negotiation Game." Language Gamification Workshop 2024 @ NeurIPS (Non-archival)	Link	PDF
	Jae Young Suh, Eunchan Lee, Yohan Jeong, Donggil Park, and Sungmin Ahn. "Teaching Large Language Models to Understand Jeju Island with Domain-Adaptive Pretraining." 2nd International Conference on Foundation and Large Language Models (FLLM), pp. 21–28, 2024.	Link	PDF
	Jae Young Suh, Minsoo Kwak, Soo Yong Kim, and Hyoungseo Cho. "Making a Prototype of Seoul Historical Sites Chatbot Using LangChain." Journal of Electrical Electronics Engineering, 3(1): 1–5, 2024	Link	PDF
2023	김성우, 서재영, 박지원, 김동관, "ChatGPT의 한국어 처리 능력 검증과 고찰." Proceedings of KCC 2023	Link	PDF

	(Korean Computer Congress 2023), pp. 286–288, 2023		
2022	Jae Young Suh. "Developing Speech Dialogue Systems of Social AI in Social Survival Game." Master's Thesis, Hanyang University, 2022.	Link	PDF
2021	Jae Young Suh, Casey C. Bennett, Benjamin Weiss, Eunseo Yoon, Jihong Jeong, and Yejin Chae. "Development of Speech Dialogue Systems for Social AI in Cooperative Game Environments." IEEE Region 10 Symposium (TENSYMP 2021), pp. 1–4, 2021	Link	PDF

Certifications

Certification	Date Obtained
OPIc IH	Sep 2025
AICE(AI Certificate for Everyone)	Aug 2023
ADsP(Advanced Data Analytics semi-Professional)	Nov 2022
SQLD(SQL Developer)	Sep 2022
Engineer Information Processing (정보처리기사)	May 2019

Projects

Year	Project	Description	
2025	Live2D Character Voice Chatbot Demo	- Implemented a chatbot that responds to user speech by integrating OpenAI API with Live2D sample characters - Tech Stack: gpt-4o-audio-preview, Whisper, Flask, JavaScript, Vercel	Initial: Link Updated: Link
2024	LLM-based Q&A System Prototype	- Built a real-estate search prototype using Crawl4AI, PandasAI, and Streamlit Tech Stack: Python, OpenAI API, PandasAI, Streamlit	Link
2024	Jeju Tourism Data–based LLM Fine-tuning	- Conducted fine-tuning experiments using Llama 3 and Polyglot-ko models on Jeju tourism data - Organized the findings into a research paper and submitted it to a conference Tech Stack: Python, Llama3, Pytorch, Huggingface	
2022	Biomedical Domain NER Experiment	- Performed Named Entity Recognition (NER) experiments on biomedical datasets from *Papers With Code*, classifying entities such as diseases, organizations, and genes - Trained and compared models including BioBERT and BioLinkBERT using Simple Transformers and Flair frameworks Tech Stack: Python, PyTorch, Simple Transformers, Flair	
2021	HCI Project – Speech Dialogue System in Cooperative Game	Conducted experiments on human–AI interaction within the *Don't Starve Together* cooperative game environment as part of master's research - Implemented rule-based STT/TTS responses and collected internal feedback for improvement of the voice interface	Link

		Tech Stack: pyttsx3, MS Azure STT/TTS, Lua (game mod integration)	

Additional Technical Projects

Year	Description
2025	Project • Development of a Korean Voice Chatbot Prototype with Live2D Character Interaction Technologies & Tools • gpt-4o audio-preview, whisper-1, Live2D Cubism, Vercel, Flask, HTML/CSS, JavaScript Overview • Developed a Korean voice-based chatbot integrated with Live2D animation to deliver a visually immersive conversational interface. Utilized the GPT-4o Audio Preview model to combine speech recognition (STT) and speech synthesis (TTS) into a unified architecture and designed a web-based environment capable of dialogue flow processing. Roles & Contributions • Implemented STT/TTS functionalities based on GPT-4o Audio Preview and developed a Live2D interface that synchronized lip movements with character voice responses. • Designed the complete dialogue pipeline from user speech input to OpenAI API response generation, text logging, and animated voice output. • Deployed the system on Vercel for web testing and interaction. Note • This project is continuously evolving through model replacements and further experimentation. Recent iterations have incorporated gpt-4o, gpt-4o-mini-search-preview, gpt-4o-mini-tts, whisper-1, with results being prepared for academic publication.
	Project • MCP Implementation for Claude Desktop using Korea Tourism Organization API Technologies & Tools • FastMCP, Claude Desktop App, Cursor Overview • Developed an MCP (Model Context Protocol) that enables Claude Desktop to access and respond to tourism information using public data provided by the Korea Tourism Organization. Implemented data communication between Claude Desktop and external APIs via the FastMCP library, enabling retrieval of tourism details based on user queries. Roles & Contributions • Integrated the Korea Tourism Organization's public API to retrieve regional tourism information. • Developed an MCP module using FastMCP and Cursor to handle data communication between Claude Desktop

	and external APIs.
2024	Project • Real Estate Search Proof-of-Concept (PoC) Technologies & Tools • Crawl4AI, PandasAI, OpenAI API, Pandas, Streamlit Overview • Built a prototype Q&A system capable of interpreting natural language queries (e.g., "Apartments in Gangnam under 1 billion KRW, 30 pyeong or larger") and returning filtered real-estate information in tabular form. Combined PandasAI and OpenAI API to generate contextual responses based on collected datasets. Roles & Contributions • Collected real-estate data from the web using Crawl4AI and processed it into structured tables with PandasAI. • Implemented a Streamlit interface for interactive query input and result visualization.
	Project • Fine-Tuning Llama 3 with Small-Scale Jeju Tourism Data Technologies & Tools • Hugging Face Transformers, LoRA, OpenAI API Overview • Fine-tuned the Llama 3 model for Korean question-answering (QA) tasks using Jeju tourism data owned by the company. The project aimed to test whether domain-specific responses could be effectively generated from small datasets. Roles & Contributions • Performed fine-tuning of the Llama 3 model using the Hugging Face library. • Compiled and published the experimental results in an academic conference paper.
2021	Project • Development of a Speech Dialogue System in Cooperative Game Environments Technologies & Tools • OBS Studio, Zoom, MS Azure STT/TTS, pyttsx3, Loomie Virtual Avatar, Excel / Google Sheets Overview • Master's-level research project based on the *Don't Starve Together* game environment, where an AI character cooperated with human players via speech interaction. Designed a rule-based speech dialogue system to simulate AI-human cooperation and validated its functionality through gameplay experiments. Roles & Contributions • Designed a speech output structure that generated dialogue based on in-game contexts and integrated it with

the Loomie virtual avatar for real-time rule-based interaction.

• Conducted interaction tests with student participants and identified areas for improvement based on experimental feedback.