

## Profile

Name	Jaeyoung Suh	Email	tjwodud04@gmail.com
GitHub	<a href="https://github.com/tjwodud04">https://github.com/tjwodud04</a>	About page	<a href="https://tjwodud04.github.io/intro/?lang=en">https://tjwodud04.github.io/intro/?lang=en</a>
Hugging Face	<a href="https://huggingface.co/dddsaty">https://huggingface.co/dddsaty</a>	LinkedIn	<a href="https://www.linkedin.com/in/jaeyoungsuh/">https://www.linkedin.com/in/jaeyoungsuh/</a>

## Work Experience

Company	Employment Type	Position	Period
AIPIA	Contract	AI Engineer (Image Generation)	Oct 2025 – Jan 2026
AIO2O	Full-time	AI Engineer (LLM)	Sep 2023 – Mar 2025
BasgenBio	Full-time	AI Engineer (NLP, Computer Vision)	Mar 2022 – Sep 2023

## 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

## Publications

Year	Title	PDF
2025	Jae Young Suh, Mingyu Jeon, "A Character-Based Korean Tourist Dialogue System with Proactive Recommendations and Live2D Embodiment", engrXiv preprint, 2025	<a href="#">PDF</a>
	Jae Young Suh, Mingyu Jeon, "Exploring Korean AI Companion Possibilities with Live2D and Empathic Voice Interaction", engrXiv preprint, 2025	<a href="#">PDF</a>
	Mingyu Jeon, Jaeyoung Suh, Suwan Cho, and Dohyeon Kim, "How Far Can LLMs Emulate Human Behavior?: A Strategic Analysis via the Buy-and-Sell Negotiation Game", arXiv preprint, 2025	<a href="#">PDF</a>
	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	<a href="#">PDF</a>
	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	<a href="#">PDF</a>
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)	<a href="#">PDF</a>

	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.	<a href="#">PDF</a>
	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	<a href="#">PDF</a>
2023	김성우, 서재영, 박지원, 김동관, "ChatGPT의 한국어 처리 능력 검증과 고찰." Proceedings of KCC 2023 (Korean Computer Congress 2023), pp. 286–288, 2023	<a href="#">PDF</a>
2022	Jae Young Suh. "Developing Speech Dialogue Systems of Social AI in Social Survival Game." Master's Thesis, Hanyang University, 2022.	<a href="#">PDF</a>
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	<a href="#">PDF</a>

## 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	Affiliation	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	<a href="#">Link</a>
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	<a href="#">Link</a>
2024	AIO2O	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	BasgenBio	Biomedical Domain NER Experiment	- Performed Named Entity Recognition (NER) experiments on biomedical datasets from <i>Papers With Code</i> , classifying entities such as diseases, organizations, and genes	

			<ul style="list-style-type: none"> <li>- Trained and compared models including BioBERT and BioLinkBERT using Simple Transformers and Flair frameworks</li> </ul> <p>Tech Stack: Python, PyTorch, Simple Transformers, Flair</p>	
2021	Hanyang University	HCI Project – Speech Dialogue System in Cooperative Game	<p>Conducted experiments on human–AI interaction within the <i>Don't Starve Together</i> cooperative game environment as part of master's research</p> <ul style="list-style-type: none"> <li>- Implemented rule-based STT/TTS responses and collected internal feedback for improvement of the voice interface</li> </ul> <p>Tech Stack: pyttsx3, MS Azure STT/TTS, Lua (game mod integration)</p>	<a href="#">Link</a>

## Supplementary Technical Document

Year	Description				
2025	Project				
	<ul style="list-style-type: none"> <li>• Development of a Korean Voice Chatbot Prototype with Live2D Character Interaction</li> </ul>				
	Version	Primary Goal	Technologies Used	Role & Key Contributions	Notes
	v1	Implement a minimum viable version of a Korean voice-based Live2D character chatbot	whisper-1, gpt-4o audio-preview, Live2D, Flask, Vercel, HTML/CSS, JavaScript	<ul style="list-style-type: none"> <li>• Designed a single-turn dialogue pipeline: STT → LLM → TTS</li> <li>• Implemented basic lip-sync by linking Live2D mouth movements with audio output</li> <li>• Connected Flask backend with browser-based frontend and deployed via Vercel</li> </ul>	<ul style="list-style-type: none"> <li>• Served as the foundation for later emotion expression and proactive dialogue experiments (v2)</li> <li>• Focused on establishing a fully working minimal unit</li> </ul>
		Enhance character personality through emotion/state awareness and proactive messaging	gpt-4o mini tts, gpt-4o mini search preview, whisper-1, Live2D, Flask, Redis, Vercel, HTML/CSS, JavaScript, SSE	<ul style="list-style-type: none"> <li>• Designed emotion-aware prompts and response templates; adjusted speaking style and reaction tone</li> <li>• Implemented Redis-based context and embedding caching; improved perceived latency using SSE streaming</li> <li>• Designed a tourism-domain variant with real-world information recommendation flow (v2-2)</li> </ul>	<ul style="list-style-type: none"> <li>• Extended the existing structure into a "stateful character" while preserving the core pipeline</li> <li>• Used as a reference point for designing the real-time streaming architecture in v3</li> </ul>
		Enable real-time conversational interaction	gpt-realtime, WebRTC, Live2D, Vercel, HTML/CSS, JavaScript	<ul style="list-style-type: none"> <li>• Re-architected the batch pipeline (STT → LLM → TTS) into a fully streaming structure</li> <li>• Synchronized Live2D motion and audio with realtime events; handled network latency and edge cases</li> <li>• Unified system messages and tone to support both Korean and English</li> </ul>	
Project					

	<ul style="list-style-type: none"> <li>MCP Implementation for Claude Desktop using Korea Tourism Organization API</li> </ul> <p><b>Technologies &amp; Tools</b></p> <ul style="list-style-type: none"> <li>FastMCP, Claude Desktop App, Cursor</li> </ul> <p><b>Overview</b></p> <ul style="list-style-type: none"> <li>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.</li> </ul> <p><b>Roles &amp; Contributions</b></p> <ul style="list-style-type: none"> <li>Integrated the Korea Tourism Organization's public API to retrieve regional tourism information.</li> <li>Developed an MCP module using FastMCP and Cursor to handle data communication between Claude Desktop and external APIs.</li> </ul>
2024	<p><b>Project</b></p> <ul style="list-style-type: none"> <li>Real Estate Search Proof-of-Concept (PoC)</li> </ul> <p><b>Technologies &amp; Tools</b></p> <ul style="list-style-type: none"> <li>Crawl4AI, PandasAI, OpenAI API, Pandas, Streamlit</li> </ul> <p><b>Overview</b></p> <ul style="list-style-type: none"> <li>Built a prototype Q&amp;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.</li> </ul> <p><b>Roles &amp; Contributions</b></p> <ul style="list-style-type: none"> <li>Collected real-estate data from the web using Crawl4AI and processed it into structured tables with PandasAI.</li> <li>Implemented a Streamlit interface for interactive query input and result visualization.</li> </ul> <p><b>Project</b></p> <ul style="list-style-type: none"> <li>Fine-Tuning Llama 3 with Small-Scale Jeju Tourism Data</li> </ul> <p><b>Technologies &amp; Tools</b></p> <ul style="list-style-type: none"> <li>Hugging Face Transformers, LoRA, OpenAI API</li> </ul> <p><b>Overview</b></p> <ul style="list-style-type: none"> <li>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.</li> </ul> <p><b>Roles &amp; Contributions</b></p> <ul style="list-style-type: none"> <li>Performed fine-tuning of the Llama 3 model using the Hugging Face library.</li> </ul>

	<ul style="list-style-type: none"> <li>Compiled and published the experimental results in an academic conference paper.</li> </ul>
2021	<p><b>Project</b></p> <ul style="list-style-type: none"> <li>Development of a Speech Dialogue System in Cooperative Game Environments</li> </ul> <p><b>Technologies &amp; Tools</b></p> <ul style="list-style-type: none"> <li>OBS Studio, Zoom, MS Azure STT/TTS, pyttsx3, Loomie Virtual Avatar, Excel / Google Sheets</li> </ul> <p><b>Overview</b></p> <ul style="list-style-type: none"> <li>Master's-level research project based on the <i>Don't Starve Together</i> 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.</li> </ul> <p><b>Roles &amp; Contributions</b></p> <ul style="list-style-type: none"> <li>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.</li> <li>Conducted interaction tests with student participants and identified areas for improvement based on experimental feedback.</li> </ul>