Profile	
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Education			
Degree	Institution	Period	Major
Master's	Hanyang University, Graduate School	Mar 2020 ~ Feb 2022	Department of Intelligence Computing
Bachelor's	Bachelor's Degree Examination for Self-Education System	Feb 2020	Computer Science
Bachelor's	Yonsei University, Wonju Campus	Mar 2014 – Feb 2018	History & Culture and English Language & Literature

Experience	
Company	Period
AIO2O	Sep 2023 ~ Mar 2025
Basgenbio	Mar 2022 ~ Sep 2023

Publications			
Year	Title	Link	PDF
2025	Jae Young Suh, Mingyu Jeon, "A Modular Prototype of Emotion-Aware Proactive Voice Agent with Live2D Embodiment", submitted to ProActLLM 2025 (CIKM 2025 Workshop)		
2024	mingyu jeon, Jae Young Suh, "Mimicking Human Emotions: Persona-Driven Behavior of LLMs in the 'Buy and Sell' Negotiation Game", Language Gamification Workshop 2024 @ NeurIPS, 2024 (Non-archival)	Link	PDF
	Jaeyoung Suh, Eunchan Lee, Yohan Jeong, Donggil Park, 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, Hyoungseo Cho, "Making a prototype of Seoul historical sites chatbot using Langchain", Journal of Electrical Electronics Engineering 3(1), pp.01-05, 2024	Link	PDF
2023	김성우, 서재영, 박지원, 김동관, "ChatGPT의 한국어 처리 능력 검증과 고찰", 한국정보과학회 2023 한국컴퓨터종합학술대회 논문집, pp.286-288, 2023	Link	PDF

2022	Jae Young Suh, “Developing Speech Dialogue Systems of Social AI in social survival game”, 2022 (졸업 논문)	Link	PDF
2021	Jaeyoung Suh, Casey C. Bennett, Benjamin Weiss, Eunseo Yoon, Jihong Jeong, Yejin Chae, “Development of Speech Dialogue Systems for Social AI in Cooperative Game Environments”, 2021 IEEE Region 10 Symposium (TENSYMP), pp.1-4, 2021	Link	PDF

Certificate	
Certificate Name	Date Acquired
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	May 2019

Projects			
Year	Title	Description	
2025	Live2D Character Voice Chatbot Demo	- Implemented a chatbot that responds to user voice inputs by integrating the OpenAI API with a Live2D sample character. - Built a Flask backend and deployed the system on the web via Vercel. - Tech Stack: GPT-4o-audio-preview, Whisper, Flask, JavaScript, Vercel	Initial: Link Update: Link
2024	LLM-Based Q&A System Prototype	- Developed a restaurant recommendation prototype using LangChain. - Built SQL query generation from natural language using the OpenAI API. - Implemented a real-estate search prototype using Crawl4AI, PandasAI, and Streamlit. - Tech Stack: Python, OpenAI API, LangChain, PandasAI, Streamlit	Link
2024	LLM Fine-Tuning on Jeju Tourism Data	- Conducted fine-tuning experiments on Jeju Island tourism data using Llama 3 and Polyglot-ko models. - Summarized findings in a paper submitted to FLLM 2024 and CKAIA conferences. - Tech Stack: Python, Llama 3, PyTorch, Hugging Face	
2022	Bio Domain NER Testing	- Experimented with NER models for classifying entities such as diseases, institutions, and genes using open biomedical datasets from Papers with Code. - Trained and compared models like BioBERT and BioLinkBERT using Simple Transformers and Flair frameworks. - Tech Stack: Python, PyTorch, Simple Transformers, Flair	
2021	HCI Project	- Conducted experiments on human-AI interaction in the cooperative game Don’t Starve Together during the master’s program. - Built a rule-based STT/TTS dialogue system and collected user feedback on voice interface usability. - Tech Stack: pyttsx3, MS Azure STT/TTS, Lua (for game mod integration)	Link

Additional Explanation

Year	Contents
2025	Project: Live2D Character Voice Interaction Chatbot Prototype Technologies & Tools: GPT-4o-audio-preview, Whisper API, Live2D Cubism, Vercel, Flask, HTML/CSS, JavaScript Overview: Developed a Korean voice-interactive chatbot integrated with Live2D animation to provide both conversational and visual engagement. Utilized the GPT-4o-audio-preview model to combine speech recognition (STT) and speech synthesis (TTS) in a unified pipeline, enabling natural voice interaction in a web browser environment. Contributions: • Implemented STT/TTS features based on GPT-4o-audio-preview and built a Live2D interface that synchronizes lip movement with character speech. • Designed the full workflow from voice input → text conversion → OpenAI API response → speech synthesis → animated character output. • Deployed the complete system on the web using Flask and Vercel for real-time testing. Note: This project is being expanded and refined for ongoing academic paper submissions.
	Project: Korea Tourism API-based MCP for Claude Desktop Technologies & Tools: FastMCP, Claude Desktop App, Cursor Overview: Implemented an MCP (Model Context Protocol) that allows the Claude Desktop App to fetch and respond with real-time tourism data from the Korea Tourism Organization's public API. Enabled seamless communication between Claude Desktop and external APIs via the FastMCP library to provide location-specific travel recommendations. Contributions: • Integrated the Korea Tourism Organization's open API to query and retrieve tourism information. • Applied the FastMCP framework to handle data exchange between Claude Desktop and external APIs.
2024	Project: Real Estate Search PoC (Crawl4AI + PandasAI) Technologies & Tools: Crawl4AI, PandasAI, OpenAI API, Pandas, Streamlit Overview: Built a proof-of-concept Q&A system capable of analyzing natural language real estate queries (e.g., "Apartments under 1B KRW in Gangnam with 3 bedrooms") and returning filtered property data. Combined Crawl4AI for web data collection, PandasAI for structured data handling, and OpenAI API for query understanding and response generation. Contributions: • Collected apartment transaction data via Crawl4AI and formatted it into tables using PandasAI. • Built a Streamlit-based web interface for natural language input and tabular result display.
	Project: Llama 3 Fine-Tuning with Jeju Tourism Data Technologies & Tools: Hugging Face Transformers, LoRA, OpenAI API Overview: Fine-tuned the Llama 3 model for a Korean question-answering (QA) task using open Jeju Island tourism datasets. Aimed to demonstrate the feasibility of improving LLM performance with domain-specific small-scale data. Contributions: • Constructed a QA dataset from existing tourism text data using the OpenAI API.

	• Fine-tuned the Llama 3 model with Hugging Face's LoRA framework. • Summarized experimental results and published findings in academic conferences.
2021	Project: Speech Dialogue System for Social AI in Cooperative Game Environments Technologies & Tools: OBS Studio, Zoom, MS Azure STT/TTS, pyttsx3, Loomie Virtual Avatar, Excel/Google Sheets Overview: Developed a voice-based dialogue system for a *Social AI* that collaborates with human players in the cooperative game *Don't Starve Together*. This graduate research project explored how AI agents can engage in social interactions through speech in real-time gameplay. Contributions: • Built a rule-based dialogue engine that generated spoken responses according to in-game context and linked it with the Loomie virtual avatar for real-time visual feedback. • Conducted user experiments with students to collect interaction data, analyze user feedback, and derive system improvements.