Taeyeong Jeong

EDUCATION

KAIST (**Korea Advanced Institute of Science and Technology**)   Mar. 2015 - Present

B.S. in Computer Science; GPA: 4.09/4.3
- Dean's List on 2015 Spring, 2016 Spring, 2016 Fall
- On leave: Sept. 2018 - Sept. 2021 due to mandatory military service
- Expected Graduation: Feb. 2022 or Aug. 2022

WORK EXPERIENCE

Machine Learning Engineer, PUBG, South Korea   Nov. 2018 - Present

Developing Recommendation System for PUBG in-game store
- Developing Deep learning based module for Personalized item recommendation
- Built a Matrix Factorization based model for CTR optimization, deployed to production
- Analyzed the model performance based on user reaction with PySpark
- Participated development and maintenance of serving system built on AWS ECS

Development of PUBG-playing bot using Reinforcement Learning
- Implemented RL agents based on R2D2 and ACER with PyTorch
- Built Ape-X style distributed learning system on AWS EC2

Machine Learning Engineer Intern, NAVER, South Korea   Jul. 2018 - Nov. 2018

Development of CNN-based module for CTR prediction of the given advertisement
- Built ResNet/SENet-based CNN Module with PyTorch, introduced ranking loss for training
- Implemented Grad-CAM and Guided Back-propagation for CNN visualization

Software Engineering Intern, KAKAO, South Korea   Jan. 2017 - Feb. 2017

Development of Recommendation System for online magazine platform
- Implemented UCB-based Multi-Armed Bandit and several heuristic algorithms

AWARDS

5th prize on SCPC (Samsung Collegiate Programming Cup**)**	2017, 2019
25th on Google Kick Start Round E	2020
61st on Google Kick Start Round C	2019
77th on Google Kick Start Round A	2018
3rd prize on LG CODE MONSTER	2016
6th Place on ACM-ICPC Asia Daejeon Regional Contest	2016
4th Place on ACM-ICPC Asia Chung Li Regional Contest	2017 - Present
Samsung Software Membership	

CONTACTS

https://github.com/wwiiiii

https://www.linkedin.com/in/wwiiiii/

wwiiiii@kaist.ac.kr , +82-10-4425-7107