Yoonha **CHOE**

AI Software Engineer

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As a graduate informatics student and a former AI software engineer intern, I have a proven track record of developing and deploying cutting-edge AI models across various domains. I am interested in computer vision and natural language processing, particularly generative AI, face reenactment, and 3D scene understanding. I am eager to pursue a career in deep learning as an AI software engineer and research and implement state-of-the-art AI technologies to solve real-world business problems and drive business growth.

Skill

Machine Learning Frameworks :	PyTorch, TensorFlow, Keras
Programming Languages :	Python, C, C++, Java, Shell Script, LaTeX
Web Programming :	HTML5, CSS
Database :	MySQL
Development Tools :	Visual Studio, PyCharm, Unity, GitHub, Jupyter Notebook, Eclipse, Vim, AWS, Azure, Google Cloud
Others :	OpenCV, OpenMP, Linux, Git, CUDA, MATLAB

Professional Experience

May 2023 – May 2022 | **AI Software Engineer Intern, Intel Corporation, Munich**

- Researched and wrote a survey on explainable AI in computer vision and natural language processing models
- Integrated various methods of Class Activation Mapping (CAM) into Intel Explainable AI Tools
- Released Intel Explainable AI Tools v0.3.0 on Intel AI GitHub

PyTorch | TensorFlow | Python | GitHub | HuggingFace | Computer Vision | Natural Language Processing

Aug 2022 – Jul 2022 | **Undergraduate Researcher, Seoul National University, Seoul**

- Researched performance based on shared LLC partitioning method using Intel CAT

Python | Shell Script | Linux | Simulation | CPU Monitoring

Education

Sep 2023 – Oct 2020 | **M. Sc. Informatics, Technical University of Munich, Germany**
GPA : 2.1 (German Scale)

Feb 2020 – Mar 2015 | **B. Sc. Computer Science and Engineering, Ewha Womans University, South Korea**
GPA : 3.85/4.3 (Magna Cum Laude)

Mar 2018 – Oct 2017 | **Exchange program, RWTH Aachen University, Germany**
GPA : 1.5 (German Scale)

Projects

One-Shot Landmark-Based Face Reenactment (Master's Thesis, Supervised by Prof. Dr. Matthias Nießner), Technical University of Munich

- Propose a method of facial reenactment which generates high-resolution reenacted video given a single source identity conditioned by the facial landmarks of the target video using StyleGAN3

Sugar Beet Leaf Damage Regression Model for Smart Plant Monitoring, Technical University of Munich

- Propose a computer vision and deep learning-based method of detecting sugar beet leaf damage rates using a convolutional neural network that can be incorporated into a smartphone application

Facial Reenactment from Sparse Landmarks using StyleGAN3, Technical University of Munich

- Propose a method of facial reenactment which enables to transfer the source face movement to the target face by simply tracking sparse facial landmarks

3D Object Localization in RGB-D Scans using Natural Language with Graph, Attention and BRNet, Technical University of Munich

- Improve the previous state-of-the-art method named ScanRefer : 3D Object Localization in RGB-D Scans using Natural Language by adapting graph, attention mechanism and object detection module with BRNet

Presentation

Poster Session	Development of Video-Based Landmark Detection System Using Deep Learning, Korea Software Congress, Pyeongchang, 2019

Awards

1st Place	Capstone Design Contest, Ewha Womans University, Winter 2019
Honors	Ewha Womans University, Summer 2019
Honors	Ewha Womans University, Winter 2018
Highest Honors	Ewha Womans University, Summer 2017
Highest Honors	Ewha Womans University, Winter 2016