

Yuina Iseki

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EDUCATION

GRINNELL COLLEGE

Grinnell, IA

Bachelor of Arts, Computer Science (Cumulative GPA: 3.97/4.00, Major GPA: 4.00/4.00)

Expected May 2025

Honors: Dean's List for all semesters, Phi Beta Kappa

Scholarships: Andrew Hsieh Career Exploration Grant, O.H. Snyder Scholarship, DIS Diversity Scholarship

Coursework: Artificial Intelligence, Computer Vision, Software Design, Game Development, Analysis of

Algorithms, Linear Algebra, Object-Oriented Problem Solving, Data Structures/Algorithms, Discrete Structures

TECHNICAL EXPERIENCE

GRINNELL COLLEGE ELBICA LAB

Grinnell, IA

Research Assistant (Full-time)

May 2023 – Present

- Implement cognitively inspired AI in a multi-agent environment using neural network concepts and RL.
- Design original framework of distributed representations to model human multi-modal reasoning.
- Analyze how AI models' learning can aid our understanding of human reasoning and decision-making.

EXAWIZARDS

Tokyo, Japan

Software Engineer Intern (Full-time)

Jun – Aug 2024

- Developed an AI chatbot web app for an EdTech event to teach elementary school children about AI.
- Explored neural networks with the R&D team to enable control of the chatbot's personality and memory.
- Designed an avatar and user-interactive web page using HTML and Live2D to enhance user experience.

INFORMATION TECHNOLOGY SERVICES (ITS)

Grinnell, IA

Services Desk Assistant (Part-time)

Aug 2022 – Dec 2023

- Worked 10 hours/week to resolve technical issues in person and on-call for Grinnell College users.

TEACHING AND MENTORING EXPERIENCE

GRINNELL COLLEGE COMPUTER SCIENCE DEPARTMENT

Grinnell, IA

Grader (Part-time)

Aug 2023 – Present

- Assess 40+ students' understanding of object-oriented programming with projects, quizzes, and labs.
- Communicate weekly with department professors and grading team to check-in on students' progress.

GRINNELL COLLEGE COMPUTER SCIENCE DEPARTMENT

Grinnell, IA

Computing Peers United Mentor (Volunteer)

Aug 2023 – Present

- Foster collaborative communities among computer science majors by facilitating networking events.
- Provide one-on-one and group mentorship to underclassmen to offer insights on coursework material.

OFFICE OF INTERNATIONAL ADMISSIONS(OISA)

Grinnell, IA

International Pre-Orientation Program Mentor (Part-time)

Apr – Dec 2023

- Facilitated workshops for new international students to adapt to U.S. culture and rural campus life.
- Maintained regular check-ins throughout the semester to provide guidance on integration into campus life.

CENTER FOR LANGUAGES AND INTERCULTURAL COMMUNICATION

Grinnell, IA

Japanese Language Lab Tutor (Part-time)

Aug 2022 – Dec 2023

- Trained 20+ college students in improving their fluency and comprehension of Japanese.

NUCB INTERNATIONAL COLLEGE (NIC)

Nagoya, Japan

Admissions & Marketing Officer (Internship)

Jun – Aug 2022

- Advised 30+ middle school students, offering guidance on academic, personal, and social matters.
- Guided prospective families through the admissions process, from initial inquiry to enrollment.

LEADERSHIP

INTERNATIONAL STUDENT ORGANIZATION (ISO)

Grinnell College

President

Mar 2024 - Present

- Lead a team of 8 to plan, organize, and execute international events and shows for 400+ students.
- Collaborate with 20+ multicultural organizations, cohorts, and offices to enhance campus engagement.
- Delegate tasks to cabinet members, seeing through their responsibilities and motivating them to succeed.

GRINTECH

Grinnell College

Cabinet Member

Jul 2022 - Present

- Establish a technology learning community through coding workshops, webinars, and exhibitions.
- Invited as speaker at Girls Who Code panel session to support and empower women in STEM.

JAPANESE CULTURAL ASSOCIATION (JCA)

Grinnell College

Co-President

Jul 2022 - Dec 2023

- Coordinated various events with 50+ people to share and celebrate Japanese culture with the student body.

PROJECTS

Poisson Image Editing

Computer Vision Independent Project

- An interpolation tool that seamlessly integrates an object image into a background image by using Poisson blending techniques.

MAvis Project

Python simulator for AI hospital robots

- A simulator to evaluate the behavior of multiple AI robots navigating various hospital environments. Implements and tests different search algorithms and heuristics, such as A-star and greedy algorithms.

Feedback-giving AI Chess Game

Java Project on Eclipse

- An AI chess game that provides instant feedback of each move by implementing the mini-max algorithm with alpha-beta pruning.

Scarlet's Shadow

Stealth game on Unity

- A puzzle-based storytelling game inspired by the fairytale "The Little Red Riding Hood," themed on personal growth, decision-making, and moral good.

Slime Alchemist

2D Platformer game on Unity

- A fun educational 2D platformer game for children learning about chemical elements and compounds and their functionalities in the periodic table.

OneClick Metro

48-hour game jam project on Unity

- A simple one-click narrative game inspired by the adventures of navigating the Copenhagen underground metro system.

SKILLS

- Languages: English (native), Japanese (native), French (advanced)
- Programming Languages / Platforms: Java, C, C#, Python, Kotlin, HTML, JavaScript, Racket, Unity