

Yuina Iseki

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<https://github.com/yuinaiseki>

EDUCATION

STANFORD UNIVERSITY

Master of Science, Computer Science (Human-Computer Interaction track)

Palo Alto, CA

Expected June 2027

GRINNELL COLLEGE

Bachelor of Arts, Computer Science (Cumulative GPA: 3.96/4.00, Major GPA: 3.96/4.00)

Grinnell, IA

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, Analysis of Algorithms, Automata

TECHNICAL EXPERIENCE

UNIVERSITY OF TOKYO MATSUO-IWASAWA LAB

Research Intern (Part-time)

Tokyo, Japan

June – Sept 2025

- Developed an automated and scalable LLM-driven evaluation pipeline for educational RAG chatbots.
- Implemented metrics to predict pedagogical effectiveness prior to classroom deployment.

GRINNELL COLLEGE ELBICA LAB

Research Assistant (Full-time)

Grinnell, IA

May 2023 – Dec 2024

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

EXAWIZARDS

Software Engineer Intern (Full-time)

Tokyo, Japan

Jun – Aug 2024

- Developed an AI chatbot web app for an EdTech event to teach elementary school children about AI.
- Designed an avatar and user-interactive web page using HTML and Live2D to enhance user experience.

TEACHING AND MENTORING EXPERIENCE

STANFORD ACCELERATOR FOR LEARNING

AI Tinkery Lab Mentor (Part-time)

Palo Alto, CA

Sept 2025 - Present

- Lead workshops and 1:1 consultation to support students applying generative AI across disciplines.

TAKTOPIA & CO. LINGUAHACKERS

Learning Design Intern (Part-time)

Tokyo, Japan

May – Sept 2025

- Refined English learning materials for online education platform, ensuring alignment with CEFR levels.
- Edited and structure digital lesson content to enhance clarity, engagement, and instructional flow.

GRINNELL COLLEGE COMPUTER SCIENCE DEPARTMENT

Teaching Assistant and Grader (Part-time)

Grinnell, IA

Aug 2023 – May 2025

- Mentored students in mastering basic and advanced topics in computer architecture and organization.
- Conducted engaging mentor sessions with original exercise content to enhance learning outcomes.
- Assessed 60+ students' understanding of object-oriented programming with projects, quizzes, and labs.
- Communicated weekly with department professors and grading team to check-in on students' progress.

GRINNELL COLLEGE COMPUTER SCIENCE DEPARTMENT

Computing Peers United Mentor (Volunteer)

Grinnell, IA

Aug 2023 – May 2025

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

OFFICE OF INTERNATIONAL ADMISSIONS(OISA)

International Pre-Orientation Program Mentor (Part-time)

Grinnell, IA

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.

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 – May 2025

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

GRINTECH

Grinnell College

Cabinet Member

Jul 2022 – Dec 2023

- Established 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

EduRAG (<https://github.com/yuinaseki/EduRAG-eval>)

Educational Chatbot with Evaluation Metrics: Vanilla Retrieval-Augmented Generation (RAG) framework with a focus on educational chatbot applications and evaluation metrics.

Poisson Image Editing (<https://github.com/yuinaseki/PoissonCloning>)

Computer Vision Independent Project: Interpolation tool that seamlessly integrates an object image into a background image by using Poisson blending techniques.

MAvis Project (<https://github.com/yuinaseki/MAvis>)

Python simulator for AI hospital robots: Simulates behavior of multiple AI robots in various hospital environments. Implements and tests different search algorithms and heuristics, such as A-star and greedy algorithms.

Scarlet's Shadow

Stealth game on Unity: 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