

Seungyoun Lee

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EDUCATION

University of Toledo – B.S. in *Computer Science Engineering & Technology*, GPA: 3.87/4.00

SKILLS

Programming Languages & Tools: Python, Java, C, JavaScript, TypeScript, React, HTML, CSS, MySQL, GitHub, Microsoft Excel

Programming Skills: Web Development, Embedded Systems Programing, Algorithm Design, GUI Programming, Object-Oriented Design, Event-Driven Architecture, Performance Optimization

Certificates: IBM AI Engineering Professional Certificate (02/2024)

Soft Skills: Problem Solving, Cross-Functional Collaboration, Technical Communication

EXPERIENCE

Ajumma Restaurant - Server (Cary, NC) | **08/2025 - Present**

- Hosted and served in a fast-paced restaurant while providing the best customer services
- Made small changes in the systems which improved 30% increase in productivity
- Created a chart for responsibility roles for each server for higher efficiency with 100% of positive feedbacks

KT Telecop - Web developer (Remote, Seoul) | **08/2020 - Present**

- Designed mockups and converted into frontend and backend code using HTML, CSS, and JavaScript
- Built visually appealing, user-friendly and accessible graphical user interfaces
- Fix bugs by reviewing code for errors to optimize performance and scalability

The University of Toledo - Technology Support Assistant | **08/2023 - 12/2024**

- Resolved 150+ technical issues annually with rapid, accurate troubleshooting for faculty
 - Developed optimized inventory tracking tool reducing checking time by 50%
 - Worked with a network expert manager and learned the network systems in the building
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PROJECTS

Machine Learning Playlist Recommendation App | **05/2024 - 03/2025**

- Developed a Flutter app for personalized playlist generation using user mood
- Optimized recommendation accuracy, tested with beta users achieving 80% positive feedback

Augmented Reality Indoor Navigation App | **08/2024 - 12/2024**

- Built AR navigation tool in Swift with ARKit, integrating Dijkstra's algorithm
- Validated system with real-world trials, achieving 86% directional accuracy
- Used Git for version control and project management

Automated Pet Feeder Embedded System | **10/2024 - 12/2024**

- Programmed IoT scheduling system in embedded C for autonomous pet feeding
- Synchronized hardware and software for reliable remote operation

Pathfinding-Based Tank Simulation Game | **04/2024**

- Created an Python tank game featuring dynamic pathfiding and obstacle avoidance, leveraging a custom grid expansion algorithm
- Demonstrated proficiency in event-driven programming, and object-oriented programming