Sewon Myung

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EDUCATION

Georgia Institute of Technology (GT), Atlanta, GA   Graduation Date: May 2027
Bachelor of Science in Computational Media
Relevant Coursework**:** Linear Algebra, Multivariable Calculus, Differential Equations, Combinatorics, Discrete Mathematics
University of Florida, Gainesville, FL   August 2023 – May 2024
Bachelor of Science in Mathematics
GPA: 3.77

TECHNICAL SKILLS

- **Software:** Java, Python,C++, JavaScript, HTML/CSS, MATLAB, SwiftUI, LaTex
- **Frameworks:** React, Node.js, Flask, Material-UI,FastAPI, Mapkit
- **Developer Tools:** Git, Google Cloud Platform, VS Code, Firebase, Jupyter Notebook
- **Libraries:** pandas, NumPy, Matplotlib, Sklearn, Tensorflow, Polyscope

EXPERIENCE

Researcher and Developer,*, AI and Art,* Georgia Institute of Technology   August 2024 – Present
- Investigating the integration of machine learning in artistic workflows, collaborating with artists and engineers to bridge AI and creative expression.
- Designed and implemented the AI Art Critic, developing both the front-end interface and back-end logic to provide technical and stylistic critiques.
- Conducted user research and iterative testing to refine the system's feedback mechanisms, enhancing usability and critique accuracy.

Software Developer and UI/UX Designer, iOS Club   August 2024 – Present
- Developed and maintained iOS applications using Swift, SwiftUI, and Xcode, contributing to the club's project pipeline.
- Led UI/UX design initiatives, creating wireframes, prototypes, and high-fidelity designs using Figma to enhance user experience across multiple apps.

PROJECTS

AI Art Critic, React, Node.js, JavaScript, Python, ChatGPT API, HTML/CSS, TensorFlow, Polyscope   August 2024 - Present
- Developed a website-based AI art critic chatbot using the ChatGPT API to offer real-time feedback and suggestions for improving users' artworks, focusing on technical elements (lighting, anatomy) and artistic aspects (style, composition).
- Explored a geometry-aware AI critique approach that reconstructs 3D models from 2D images, enabling perspective-aware artistic corrections through depth estimation and spatial analysis.
- Explored computer vision techniques for image classification and analysis, leveraging linear algebra, deep learning, and 3D model libraries to enhance the accuracy and precision of technical feedback in art evaluation.

Mobile Running App (LOOP), SwiftUI, Firebase, Mapkit, Figma   August 2024 - December 2024
- Developed a mobile app that tracks running routes and performance metrics using MapKit for real-time GPS mapping.
- Integrated Firebase for user authentication, data storage, and real-time updates.
- Designed an intuitive user interface with SwiftUI and prototyped in Figma to ensure a seamless user experience.
- Enabled social functionality allowing users to compete with friends by comparing run times and achievements.

NLP with Disastrous Tweets, Python, TensorFlow, pandas, Sklearn   May 2024
- Built a machine learning model to predict whether tweets are about real disasters or not, using a dataset of 10,000 labeled tweets from the Kaggle competition.
- Applied Natural Language Processing (NLP) techniques such as tokenization, TF-IDF vectorization, and word embeddings for text preprocessing.
- Fine-tuned models, including logistic regression and deep learning architectures, to optimize F1 score as the evaluation metric.

LEADERSHIP & COMMUNITY INVOLVEMENT

Big O Theory Club, General Member   Aug 2024 – Present
- Engaged in discussions and problem-solving sessions focused on theoretical computer science topics, including algorithms, complexity theory, and combinatorics.