

# Sunyu Pang (방선유)

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## Research Interest

- Human-Computer Interaction
- Human-AI Interaction
- User Experience Design
- Art and Technology

## Education

**Seoul National University** M.S. in Artificial Intelligence

2025.03. ~ Present

**Ewha Womans University** B.E. in Computer Science and Engineering

2020.03. ~ 2025.02.

B.A. in History of Art

- GPA 4.11 / 4.3 (Summa Cum Laude)

**EPITA**

2024.07. ~ 2024.07.

Summer Program, Computer Science

- Course: IT Trends in IoT & Embedded Intelligence

**Technical University of Darmstadt**

2022.09. ~ 2023.03.

Exchange Student, Informatik

- Course: Computer Vision

## Work Experience

**11STREET**

2024.09. ~ 2024.12

AI Software Engineer (Internship)

- Implemented a synonym dictionary leveraging LLM to enhance searching
- Developed an automated system to extract fashion product attributes such as category, color, material, and silhouette from images and text

## Publication

### **Promptit: Automatic Prompt Engineering to Improve AI-Generative Art Using User Emotion.**

Hannah Kim\*, Hyun Lee\*, Sunyu Pang\*, and Uran Oh (\*co-first author)

IEEE 25th International Conference on Information Reuse and Integration (IRI 2024).

- Utilized LangChain, RAG to provide suitable "Style Modifier" for prompt engineering
- Finetuned RoBERTa for Text Emotion Recognition
- Conducted an survey for image evaluation using Google App Script and PIL
- ANOVA and Correlation analysis

[\[Full Paper\]](#) [\[Github\]](#)

## Project

### **Fashion Captioning with BLIP Finetuning**

2024.06 ~ 2024.08

- Fine-tuned the BLIP model by focusing on text decoder tuning
- Conducted model performance evaluations using metrics (BLEU, METEOR, and CIDEr) to objectively assess and improve caption quality
- Led model inference processes, ensuring accurate and context-aware caption generation tailored to the fashion domain

[\[Details\]](#) [\[Github\]](#)

### **Campus Building Location Learning RPG Game for Freshmen**

2024.03. ~ 2024.06.

- Utilized Vuforia for AR image recognition
- Impelmented Story scenes, and Battle Scene (3D resources & AR) with Unity

[\[Github\]](#) [\[Demo\]](#)

## Skills

- |          |              |         |
|----------|--------------|---------|
| • Python | • HTML       | • Figma |
| • C/C++  | • CSS        | • Unity |
| • JAVA   | • JavaScript | • SQL   |