

Junyoung Sohn / Eddie Sohn

Product Engineer | M.S. Student in Computer Science

junyoung.eddie@gmail.com

<https://jusohn.com/en/>

GitHub: <https://github.com/junyoung2015>

LinkedIn: <https://www.linkedin.com/in/eddiesohn/>

MAIS Lab: <https://mais.yonsei.ac.kr/members/>

Profile

I'm Eddie (Junyoung Sohn), a product engineer building web and mobile products and developer tools. I'm an M.S. student in Computer Science at Yonsei University's Mobile AI and Systems Lab, interested in on-device AI and systems.

Education & research interests

I'm an M.S. student in Computer Science at Yonsei University's Mobile AI and Systems Lab (MAIS), advised by Professor Seonghoon Park. My interests include on-device AI, inference latency, and resource use in continuously running applications.

Selected work

PALAIT / 팔아잇 | Product development · Beta hardening

A sourcing-to-listing workflow for Korean sellers, connecting a web application and Chrome extension.

My focus: Product engineering and workflow automation for repetitive seller tasks.

<https://jusohn.com/en/work/palait/>

zodify | Open source · Alpha

Validation for Python dictionaries and configuration, using ordinary types and no required runtime dependencies.

My role: Independent open-source development and documentation.

<https://github.com/junyoung2015/zodify>

THEJUSO / 더주소 | Ongoing project

Korean address information and search, with attention to address-data relationships and useful page structure.

My focus: Address-data relationships, page structure, and search visibility.

<https://thejuso.kr>

Posely | Independent prototype · Unreleased

A webcam-based posture-sensing prototype using local inference. A practical setting for questions about continuous vision and resource use.

My role: Personal prototype development and exploration.

<https://jusohn.com/en/work/posely/>

Tools & background

TypeScript, React, Next.js, React Native, Python, Chrome extensions, C, Unix.

My product work spans TypeScript, React, Next.js, React Native, and workflow automation. I also build Python developer tools and study systems through C and Unix projects. I develop PALAIT through Nanocraft, finding research questions in the behavior and constraints of software people use.

Independent projects are separate from lab affiliation.