

Kyaw Ye Thu

Daejeon, Republic of Korea

✉ kyawyethu@kaist.ac.kr
🌐 linkedin.com/in/kyaw-ye-thu

☎ (+82) 10-5165-7883
🐙 github.com/kyaw-yethu

🌐 kyaw-yethu.github.io

PUBLICATION

[1] "WHEN TOM EATS KIMCHI: Evaluating Cultural Awareness of Multimodal Large Language Models in Cultural Mixture Contexts" [Link]

Jun Seong Kim*, Kyaw Ye Thu*, Javad Ismayilzada, *et al.*

Workshop on Cross-Cultural Considerations in NLP (C3NLP) at NAACL 2025, *Received Outstanding Paper Award

RESEARCH EXPERIENCE

KAIST (U&I Lab x XFACT Lab)

Student Researcher Aug 2024 - Feb 2025, Korea

Advisor: Prof Alice Oh, Prof James Thorne

Benchmark Construction: Developed an image augmentation pipeline and compiled 2.5K images as a cross-cultural VQA benchmark, named *MixCuBe* for evaluating the cultural awareness of multi-modal LLMs

Model Evaluation & Publication: Evaluated SOTA multimodal LLMs on the developed benchmark and published a research paper on findings as a main author.

Axinvent (Sort Robotics)

Research Intern August 2025 - December 2025, Korea

Edge AI: Research into developing a light-weight low-power vision model deployable on IoT devices. The model aims to solve Detection of crops' defects in in-the-wild farm images that are captured from a long distance.

WORK EXPERIENCE

Axinvent (Sort Robotics)

IoT Developer June 2025 - August 2025, Korea

Device development: Implemented Arduino-based IoT devices that collect environmental data using multiple sensors and use minimal power to reduce energy consumption.

Networking: Enabled communication between devices using LoRa P2P protocol and utilized Raspberry Pi for communication between a device and the server.

Thate Pan Hub

AI developer Nov 2021 - May 2022, Myanmar

Burmese TTS Development: Led a development team building Burmese Text-to-Speech system to assist with teaching

SUMMARY

A senior undergraduate from the School of Computing, KAIST, majoring in computer science and minoring in business and technology management (BTM). My research interests include but not limited to

1. **Computer Graphics:** *How do we redesign a rendering pipeline for efficiency in a game engine?*
2. **Computer Vision:** *How do we enable machines to understand a large video?*
3. **Machine Cognition:** *How do we achieve AGI beyond Transformer-based architectures?*

EDUCATION

KAIST (Korea Advanced Institute of Science and Technology)

Daejeon, Korea 2022 Aug – 2026 Jun*

B.S - Computer Science

CGPA: 3.52/4.3

PROJECTS

- **Dymanic Brain Connectome Learning.** A graph machine learning system for learning temporal and spatial patterns of brain activation from fMRI images for (1) brain activation prediction duration language tasks and (2) performance prediction
- **Space Invaders.** A full-fledged arcade-style 2D space shooting game built with the Gamemaker language
- **Burmese G2P.** Burmese Grapheme to Phoneme Converter for automatic speech recognition (ASR) and text-to-speech (TTS)
- **Pintos.** A simple operating system framework for the x86-64 architecture with fully functional thread scheduling, system calls and virtual memory

CS COURSEWORK (KAIST)

- Data Structures

- System Programming

- Operating System & Lab

- Software Engineering

- Intro to Deep Learning

- Intro to Computer Vision
- Algorithms

- Computer Organization

- Graph Machine Learning & Mining

- Intro to AI

- Computer Graphics (Undergrad + Grad)

SOCIAL CONTRIBUTION

ASCEND (Multi-sports Student Club)

Futsal Division Head

Jan 2024 - May 2025, Korea

- Led the two of the biggest futsal events in KAIST, Futsal tournament of Sports Festival (2023, 2024) and ASCEND Futsal League (AFL). Involving with rule enforcement, promotions, scheduling, and other logistics of the competitions

KISA (KAIST International Student Association)

Welfare Division Member

Feb 2023 - Dec 2023, Korea

- Contributed to the operation of various events and welfare programs for KAIST international students, such as KAITalk series (Alumni talk) and KAIST ONE (Cultural exhibition of a nation)

- Contributed as a host (MC) of the Food Festival, the biggest international spring festival of KAIST

Thate Pan Hub

CS Instructor

Nov 2021 - May 2022, Myanmar

- Taught foundational principles of computer science and AI to teenagers from all over Myanmar

- Co-organize Hub&Hack, a national hackathon for Myanmar youths

- Gave training on data science for prospective participants of the ASEAN Data Science Explorer competition

- Co-led a science and technology club for familiarizing teenagers with science and technology activities

Scholarships & Awards

Outstanding Paper Award

Workshop on Cross-Cultural Considerations in NLP (C3NLP) at NAACL 2025

2025 May

KAIST Undergraduate Full-ride Scholarship

KAIST

2022-2026

The Whole Burma Fifth (National Matriculation Exam)

Ministry of Education, Myanmar

National 5th
2020