



Seukwoo Lee 이석우

AI Engineering Lead · Development leader, 10 years

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In one line

A development leader with 10 years of experience, turning research- and pilot-stage technology into products people actually use and pay for. I design and write the code myself, and have led teams from a 3-person dev unit to a 50-person research division.

Core strengths

01 From pilot technology to commercial product

- Led [Alan](#)'s monetization as PO, planning to launch — Pro launch (2025.07), first paid revenue (not disclosed)
- Built [Dr.Meta](#) and [Meta.CRO](#) on [MX Studio](#) output — used at cancer centers nationwide

02 Designing AI systems hands-on, proving them in code

- Designed a rules + AI code-generation pipeline and built its core (PoC) → launched with the team as [ProtoPie MCP](#) (Oct 2026)
- Built [Decision Graph](#) solo — extracts decisions and auto-graphs their relations; 80%+ of human-labeled decisions found

03 Deciding by measurement, not gut feel

- Chose models by testing (lighter model rejected at 17/24) and cut calls 74%, cost 25%
- Set development priorities from traffic flows and per-feature usage in Google Analytics and Amplitude

04 Leadership sized to the team

- Led teams from 3 people to a 50-person R&D division — acting technical lead for a year without a CTO; 3 group awards
- Running an agile team of 4–5 AI engineers and app developers — build small, validate fast
- Evaluated members and leads, and adjusted how I lead from feedback both ways

Experience

Studio XID (ProtoPie) · Head of Product Dev Team

2026.01 - Present

Product Dev Team

Mission Take design-to-code AI from PoC to official launch — completed with the ProtoPie MCP launch (2026.10)

LLM pipeline for decision extraction (Slack-Notion → decision records with evidence)

2026.08 - 2026.10

Design & development (solo) · New product PoC: [Decision Graph](#)

- **Hands-on** Turned PO requirements into a tech spec and built (solo) an LLM PoC that extracts who decided what and why, with evidence
- **Hands-on** Auto-visualized decisions as a relation map and timeline, each linked to its source text
- **Hands-on** Validated on a human-labeled golden set from one real project — extracted 80%+ of the labeled decisions
- **Hands-on** Tested key risks in the PoC: human ground truth, one-way records, no duplicates on re-runs
- **Hands-on** Two-tier inference (light model triages, strong model extracts/verifies), chosen by tests; all-light 17/24

- **Hands-on** Profiled per-request cost: 74% fewer calls (1,289 → 336), 25% lower cost (\$10.2 → \$7.6); incremental \$0.7
- **Hands-on** Checked every change against 24 test cases, with a cap on evaluation cost

AI-based code generation system (PoC → productization)

2026.01 - 2026.10

Head of Product Dev Team · Product: [ProtoPie MCP](#) (Dev View · Code MCP) official launch

- **Hands-on** Designed the rules + AI-stage code generation pipeline and built its core (PoC)
- **Hands-on** Designed training for image/layout-understanding models and built the training data
- **Hands-on** Designed how the pipeline integrates into the existing product (ProtoPie)
- **Lead** Ran a 4–5 person agile team — AI engineers trained the models; integration built with the team
- **Lead** Designed the MLOps pipeline from data cleaning → training → deployment
- **Lead** Expanded to AOS, iOS and Web; launched as ProtoPie MCP in Oct 2026 (7 frameworks)

ESTsoft · Product Owner

2025.04 - 2026.01

AI Agent Lab / Alan Development Team / PO

Mission Turn the pilot service Alan into a paid product — done with the Pro launch (2025.07) and first paid revenue

AI search engine service (LLM-based agentic AI) Advancing 'Alan' (ESTsoft)

2025.04 - 2026.01

Product Owner · Product: Alan

- **Lead** As PO, took a research pilot service to commercial launch and monetization
- **Lead** Ran the AI researcher and FE/BE developer team — feature planning, schedule and risk
- **Lead** Architected on Azure, FastAPI, React and LangGraph; separate Dev/QA/Stage/Release environments
- **Lead** Built in-house agents for image search, YouTube summaries and report generation
- **Hands-on** Planned slide generation — Genspark benchmark, user scenarios and generation flow
- **Hands-on** Designed the staged slide agent (intent → scope → research → style → HTML → revision), human-in-the-loop
- **Hands-on** Planned AI monetization: priced Pro and usage limits from cost per call, competitors and conversion
- **Lead** Paid launch — entitlements, payment/cancel/refund, terms and notices (2025.07, [announcement](#))
- **Collab** QA, auth, payments and infra teams for testing; marketing and business for the launch
- **Lead** Shipped deep research, slide generation and a back-office tool; live at [myalan.ai](#)
- First paid revenue from Pro (not disclosed); then planned an enterprise product → institutional contracts

Tmax Group · 8 yrs 3 mos

2017.01 - 2025.04

TmaxMetaAI · Project Leader, Development Team

2022.07 - 2025.04

Meta AI Research Division / Researcher (Head of Office)

Software for building 3D web components 'MX studio' and productization on it

2022.07 - 2025.02

Project Leader · Product: MX studio

- **Hands-on** Engine/renderer design — physics, real-time rendering, 3D events/actions, node-based visual code
- **Lead** Engine team and task force; productization (frontend UI/UX, backend, auth)
- **Lead** Productized Dr.Meta and Meta.CRO on its output; external beta

Metaverse platform used by cancer centers nationwide Smart Healthcare Association Tech Lead · Product: Dr.Meta	Development of 'Dr.Meta' (Korea)	2024.06 - 2025.01
• Lead Tech Lead (separate PM) — React web app ↔ Unity app integration, admin/permission features • In commercial operation at cancer centers nationwide (web.drmeta.kr)		
3D-based virtual simulation training platform for clinical trials (Korea Smart Healthcare Association) Tech Lead · Product: Meta.CRO	Development of 'Meta.CRO'	2023.06 - 2025.01
• Lead Tech review, design, staffing and dev management (separate PM); 3D render library (private npm) • In commercial operation at cancer centers nationwide		
Online marketplace platform for contact lenses Project Leader · Product: NaenunN	Development of 'NaenunN' (Pixelro)	2024.03 - 2024.09
• First online contact-lens sales service (regulatory sandbox) — shipped WebView iOS/Android apps, led payment/delivery API and admin design; in operation		
GIS-based Samsung data center information system (Samsung C&T) Project Leader · Product: GIS S-DCIS	Development of 'GIS S-DCIS'	2023.12 - 2024.08
• Lead GIS system on GeoServer · PostGIS · OpenLayers for a closed on-premise network — co-developed and delivered with Yeonwoo Technology (B2B)		
Real-time multi-sync server Tech Lead · Product: MVS	Research on 'MVS: Metaverse Server' (internal project)	2023.01 - 2024.09
• Lead Tech review, design and dev management of a C++ real-time sync server — used for Dr.Meta		
TmaxAI · Project Leader Meta Vision Research Division / Researcher (Head of Office, concurrently Division Head)		2020.07 - 2022.06
• R&D Division Head (concurrently Head of Office) — led an R&D organization of up to 50 • Acted as technical lead for about a year while the CTO role was vacant • Ran evaluations and feedback for team members and team leads		
Metaverse education platform Tech Lead · Project: Mint	Development of 'Mint'	2021.07 - 2022.06
• Lead Tech review, design and dev management of a metaverse education platform — Kongju National Univ.		
Advanced technology research Researcher · Research: Digital human and metaverse space research	Deep Learning, 3DMM, SLAM	2020.07 - 2021.06
• Collab With teammates, researched deep-learning digital humans (TTS) and SLAM 3D spaces — demoed at Tmax Day 2020		
TmaxA&C · Product Engineer Graphics Research Division / Researcher (Team Lead)		2017.01 - 2020.07
Collaboration solution Product Engineer · Product: WAPL	Development of 'WAPL'	2019.01 - 2020.06
• Frontend development of the collaboration solution's calendar and messenger — commercialized by TmaxWAPL		

Linux-based product Development of 'TmaxOS' Product Engineer · Product: TmaxOS	2017.06 - 2018.12
C++ development for a Linux-based OS — built and refactored the settings screen and video player	
Integrated system interface solution software Structure analysis of 'Anylink' Structure analysis & refactoring design · Product: Anylink	2017.02 - 2017.06
Collab Structure analysis and refactoring design of an integration solution — a TmaxSoft commercial product	

Skills

AI · LLM — Python · LLM API · LangGraph · MCP · Computer Vision	Backend · Infra — Node.js · FastAPI · Java · Spring · C/C++ · Docker · Jenkins · AWS · Azure
Frontend · Cross-platform — TypeScript · JavaScript · React · React Native · Three.js · Unity	Collaboration · Analytics — Git · Jira · Notion · Figma · Google Analytics · Amplitude
Platforms — Windows · Linux · iOS · Android	

Education

KAIST, Culture Technology · M.S. in Culture Technology (Master's degree) 3.5 / 4.3 · Human-computer interaction, computational design, game studies, IoT	2013.09 - 2016.02 (Graduated)
Ajou University, Digital Media · B.S. in Digital Media (Bachelor's degree) 3.76 / 4.5 · Computer programming, computer architecture, object-oriented programming, information design	2007.03 - 2013.08 (Graduated)

Awards & activities

Award

2023.01	Annual Technology Innovation Award — group-wide, once a year, about 10 people
2022.06	Super Leader Award — group-wide, twice a year, about 5 people
2022.01	Maestro Award — group-wide, once a year, about 3 people

Paper & research

2016.02	Master's thesis — A Study on Mobile Game Design Strategies that Enhance Enjoyment and Self-Efficacy to Promote Everyday Physical Activity
2016.01.29	Conference paper 2 — A Study on Mobile Game Design Using Gamification and Symbolization Strategies to Promote Physical Activity in Everyday Life
2016.01.28	Conference paper 1 — Gamification Can Affect the Sustainability of The Wearable Device for Physical Activity? : User Case Study
2014.11	Journal paper — An Exploratory Study of Factors Affecting the Usability and Sustainability of Wearable Devices for Health Management - A Review of User Experience from a Convergence Perspective of Technology, Psychology and Interaction

Certifications & languages

2025.01.12	OPic Speaking — English (IM1) · ACTFL
2010.09.03	MOS Master 2007 — Microsoft Corporation