

# Yoonsang Lee

Assistant Professor  
Department of Computer Science  
Hanyang University

Email: [yoonsanglee@hanyang.ac.kr](mailto:yoonsanglee@hanyang.ac.kr)  
Website: [sites.google.com/view/cgrlab/people/yoonsang-lee](http://sites.google.com/view/cgrlab/people/yoonsang-lee)

## Academic Work Experience

<b>Assistant Professor, Hanyang University, Seoul, Korea</b>	Mar 2018 - present
<b>Assistant Professor, Kwangwoon University, Seoul, Korea</b>	Mar 2016 - Feb 2018

## Education

<b>Ph.D., Electrical Engineering and Computer Science, Seoul National University</b>	Aug 2014
Thesis: Control of Physically Simulated Humanoids for Generating Realistic Human Locomotion	
<b>B.S., Mechanical and Aerospace Engineering, Seoul National University</b>	Aug 2007

## Publications

Control of an Iguana Character Using Soft-Body Simulation,  
Taesoo Kwon, Hoimin Kim, **Yoonsang Lee**  
IEEE Access, Volume 6 Issue 1, Dec 2018

Performance-Based Biped Control using a Consumer Depth Camera,  
**Yoonsang Lee**, Taesoo Kwon,  
Computer Graphics Forum (Eurographics 2017), Volume 36 Issue 2, 387-395, May 2017

Push-Recovery Stability of Biped Locomotion,  
**Yoonsang Lee**, Kyungho Lee, Soon-Sun Kwon, Jiwon Jung, Carol O'Sullivan, Moon Seok Park, Jehee Lee,  
ACM Transactions on Graphics (SIGGRAPH Asia 2015), Volume 34 Issue 6, Article No. 180, November 2015

Locomotion Control for Many-Muscle Humanoids,  
**Yoonsang Lee**, Moon Seok Park, Taesoo Kwon, Jehee Lee,  
ACM Transactions on Graphics (SIGGRAPH Asia 2014), Volume 33 Issue 6, Article No. 218, November 2014

Data-Driven Biped Control,  
**Yoonsang Lee**, Sungeun Kim, Jehee Lee,  
ACM Transactions on Graphics (SIGGRAPH 2010), Volume 33 Issue 6, Article No. 218, November 2014

## Conference Presentations & Invited Talks

<b>Performance-Based Biped Control using a Consumer Depth Camera</b> Eurographics 2017, Lyon, France	Apr 2017
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**Make It Walk! : Locomotion Control**

Invited talk, Korea Computer Graphics Society Conference, Sokcho, Korea

Jul 2016

**Research on Physically-Based Control & Working at Samsung**

Hanyang University, Seoul, Korea

May 2016

**Push-Recovery Stability of Biped Locomotion**

SIGGRAPH Asia 2015, Kobe, Japan

Nov 2015

**Locomotion Control for Many-Muscle Humanoids**

SIGGRAPH Asia 2014, Shenzhen, China

Dec 2014

**Data-Driven Biped Control**

Korea Computer Graphics Society Conference, Jeju, Korea

Aug 2010

SIGGRAPH 2010, Los Angeles, USA

Jul 2010

Human Computer Interaction Korea Conference, Pyeongchang, Korea

Jan 2011

**Physically Based Character Simulation**

Human Computer Interaction Korea Conference, Pyeongchang, Korea

Jan 2010

## Other Work Experience

**Samsung Electronics Co., Ltd.**

Sep 2014 - Feb 2016

Senior Engineer. Developed DALi - Samsung's home-grown, open-source & cross-platform 3D UI framework. Based on OpenGL ES and aims for rich and high-performance UI applications for embedded systems. Part of Tizen native API since Tizen 2.4.

**Neowiz Corp.**

2004 - 2005

Software Developer. Developed Tarchy - an instant messenger for Neowiz's community service, which occupied a third position in the domestic market.

**Neoage Corp.**

2003

Software Developer

**Samsung Advanced Institute of Technology**

Winter 2002

Software Intern

## Academic Services

Program committee: KCGS

2016, 2017

Reviewer: SIGGRAPH, SIGGRAPH Asia, IJHFMS, KCGS, IEEE TVCG, Eurographics

## Open Source Projects

Personal projects:

QFEnter (<https://github.com/yssl/QFEnter>)

- A vim plug-in to open a Quickfix item in a selected window.

VIntSearch (<https://github.com/yssl/VIntSearch>)

- A vim plug-in providing an integrated interface across various types of searches.

AutoCWD.vim (<https://github.com/yssl/AutoCWD.vim>)

- Auto current working directory update system for vim (vim plug-in).

TWcmd.vim (<https://github.com/yssl/TWcmd.vim>)

- Vim's wincmd-style extended tab / window moving commands (vim plug-in).

SequentialLauncher.py (<https://github.com/yssl/SequentialLauncher.py>)

- Automates launches of any command line interface processes and logs all their output to a file.

PACERs (<https://github.com/yssl/PACERs>)

- Programming Assignments Compiling, Executing, and Reporting system

At work:

DALi (<https://developer.tizen.org/dev-guide/2.4b/org.tizen.ui.practices/html/native/dali/>)

- Samsung's home-grown, open-source & cross-platform 3D UI framework. Based on OpenGL ES and aims for rich and high-performance UI applications for embedded systems. Part of Tizen native API since Tizen 2.4. Currently hosted in the Tizen open-source repository server ([review.tizen.org](http://review.tizen.org)).

## Honors and Awards

Best Lecture Award (*Lecture: C Programming*), Kwangwoon University, 2017.

Lecture & Research Scholarship, Seoul National University, 2007, 2011.

Natural Science and Engineering Graduate Scholarship, Korea Science and Engineering Foundation, 2008.

Superior Academic Performance Scholarship, Seoul National University, 2007

## Patents

APPARATUS AND METHOD FOR BIPED CONTROL,  
Yoonsang Lee.

- Korea Registration, 10-1895331, 2018/8/30.

APPARATUS AND METHOD FOR CONTROLLING A DATA-BASED BIPED,  
Yoonsang Lee, Jehee Lee.

- US Registration, 09336182, 2016/5/10.

APPARATUS AND METHOD FOR CONTROLLING A DATA-BASED BIPED,  
Yoonsang Lee, Jehee Lee.

- Europe(EP) Pending, 2594374, 2013/5/25.

DATA-DRIVEN BIPED CONTROL APPARATUS AND METHOD,  
Yoonsang Lee, Jehee Lee.

- Korea Registration, 10-1200191, 2012/11/5.