

Seonuk Kim

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INTEREST

*Cartoonists created content with ink and paper decade ago.
Cartoonists create content with computers and tablets now.
Hope anyone can easily create content with AI next decade.*

Automatic Manga Creation and Correction Using AI

Interested in AI research and technology that contributes to manga creation, such as sketch retouching, shading, coloring automation, such as style transfer, cell shading, etc.

Creative Support Tools and Services Improvement

I am user of services like Webtoon AI Painter and Webtoon User Analysis and creative support tools like Photoshop, Clip Studio, and graphic tablets, and interested in improvement of those fields.

RESEARCH EXPERIENCE

CURRENT, FROM DEC 2021

Expressive Computing Laboratory

Undergraduate Intern (Adviser: Prof. Kyungho Lee)

I conducted a literature review of style transfer and contributed to forming the pipeline for industry-academia joint research on Printly, mini tattoo printer, with LG HH. Pipeline construction, collaborative research, versioning, etc considerably increased my collaboration, research, and computer skills.

NOV 2020 – DEC 2021

UNIST AIGS Creative Autonomous Research

Researcher (Adviser: Prof. Chiehyeon Lim)

Development of model for predicting cat arthritis using behavioral data was attempted. IMU sensor selection, data collection, preprocessing, etc realized data collection difficulties and importance of experimental design process.

REFERENCES

Kyungho Lee, Ph.D.

POSITION Assistant Professor
EMPLOYER Department of Design
Ulsan National Institute of Science and Technology
LAB Expressive Computing Laboratory
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EMPLOYER Graduate School of Artificial Intelligence
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EDUCATION

2020 – PRESENT **Candidate for B.Sc.** GPA 3.79/4.3
Major in **Industrial Engineering**
Double Major in **Design**
Ulsan National Institute of Science and Technology (UNIST)
– 2019 *Busan Science High School*

HONORS AND AWARDS

2022 **Encouragement Prize, Spring DSUS**
Korea Society of Design Studies (KSDS)
2021 **Silver Prize, Data Science Competition**
UNIST, KAIST, POSTECH, SK, kakao, etc.
2021 **Gold Prize, Undergrad Book Review Contest**
Consulate-General of Japan in Busan
2020 **Excellent Prize, Campus Patent Universiade**
Samsung Electronics

SKILLS

Programming

Good at preprocessing and capable of data analysis and visualization using **Python** libraries such as **pan-das** and **NumPy**, **Seaborn**, etc. Had experiences using AutoML libraries such as **pycaret**, constructing models such as ResNet with **TensorFlow** and **PyTorch**, and reproducing with repositories forked to **Github** after literature research using **PapersWithCode**.

Design Tools

Handle **Clip Studio** well, and can handle image tools such as **Adobe Photoshop**, **Illustrator**, **InDesign**, and **Lightroom**. Capable of handling video tools like **Premiere Pro**, and **OBS Studio**. Had some knowledge of UX/UI and psychology.

Content Knowledge

Had a lot of knowledge about manga, webtoon, and animation and some knowledge of character-driven games. Hobby is watching game streaming. Hence, I know broadcasting history and trends of Korean game streamers over decade. Have been watching LCK and Worlds since 2013, and am familiar with history of esports.

PUBLICATIONS

Kim, S., Lee, K. (2022). A Study on the Use of AI as Creative Support Tool for Line Drawing in Manga Production. *KSDS Conference Proceeding*