PERSONAL INFO

 Github

 ajhh98@yonsei.ac.kr

 Seoul, Republic of Korea

Skills

 Python, C, C++, C#

 Pytorch

 Houdini, Maya, Blender +

Languages

🇦 Korean (Native)

🇦 English (TOEFL iBT 107/120)

JINHYUNG AHN

Research Interests

Computer Graphics AI-Enhanced Rendering, Physics-based Animation

Computer Vision 3D reconstruction, Video Segmentation, Diffusion Model

Education

Yonsei University, Seoul GPA: 4.05 / 4.3
March 2023 - Present

B.A. in Philosophy

B.S. in Computer Science

Capilano University, Vancouver GPA: 4.5 / 4.5
September 2019 - April 2020

Diploma in Digital Visual Effects

Experiences

Yonsei Artificial Intelligence Club (YAI)   Member
July 2024 - Present

- *Participated in a project "The Dog's Perspective".*
- *Read various research papers in a reading club and gave presentations during regular sessions.*

Yonsei Computer Club (YCC)   Member
July 2024 - Present

- *Participated in a project "Escape the Zoo".*
- *Participated in various study groups, related to computer graphics and AI.*

LG Aimers 5th Hackerton   Team leader
July 2024 - August 2024

Developed a classification model to predict product anomalies based on corporate manufacturing data, achieving a top 30% rank.

Projects

Unity Game Development Project   Gameplay Developer
March 2024 - Present

Implemented key game systems such as enemy behavior, weapons functionality, and player mechanics.

Multi-class Image Classification Project   Developer
July 2024 - August 2024

Developed 5 class image classification model to predict how dogs might perceive human emotions.