Jongbin Lim

Education

Seoul National University Seoul, Korea
Major in Computer Science and Engineering *Mar. 2019 – Feb. 2026(Expected)*
minor in Naval Architecture and Ocean Engineering

- Cummulative GPA: 3.85/4.3
- Major GPA: 4.03/4.3(CS), 4.21/4.3(NAOE)

Courses

Completed Courses

- Math: Linear Algebra 1(A+), Differential Equations(A+), Concepts and Applications in Probability(A-), Operations Research 1(A-)
- CS: Programming Methodology(A+), Logic Design(A+), Discrete Mathematics(A0), Computer Programming(A0), Data Structure(A0), Computer Architecture(A0), System Programming(A-), Graphics Programming(A+, Graduate)
- NAOE: Machine Learning for NAOE(A+), Naval Architecture Calculation(A+), Offshore Engineering(A+), Marine Hydrodynamics(A+), Fundamentals of Fluid Mechanics(A+), Structural Dynamics(A0), Thermodynamics(A0)
- AI: Artificial Intelligence(A+), Introductions to Machine Learning(A+), Topics in Applied Mathematics(RL, LLM)(A+, Graduate), Mathematical Foundations of Deep Neural Networks(A0), Fundamentals of Deep Learning(A0)

Experience

Visual Computing Lab, Seoul National University Seoul, Korea
Research Intern (Advisor: Hanbyul Joo) *Jan. 2025 – Present*

Semi-Conductor for AI Lab, Seoul National University Seoul, Korea
Research Intern (Advisor: Namjoon Kim) *Sep. 2024 – Dec. 2024*

- Collaborating with Seoul Medical Center on a research project focused on liver cancer classification, segmentation using CEUS datasets.
- Currently focusing on addressing variations in the number of imaging slices per patient by experimenting with several image padding methods using 3D-CNN, CNN-LSTM, VGG-LSTM.

Autonomous Vessel Research Team, Hanwha Ocean Seoul, Korea
Research Intern *Jan. 2024 – Feb. 2024*

- Conducted a toy project involving maritime vessel object detection for Autonomous Vessel.
- Annotated maritime vessel datasets and trained YOLO to improve robustness under diverse weather conditions.

Project

Simple Mario 3D
Graphics Programming Final Project (video)

- 3D Interactive Animation using Skeletal Animation(OpenGL).
- Percentage Closer Soft Shadows using GLSL.
- Collision detection using Oriented Bouding Box, Ray Casting.
- Postprocessing effects using GLSL.

Teaching Experience

Undergraduate Teaching Assistant

- Logic Design (M1522.000700) (Instructor: Jihong Kim) *Sep. 2024 – Dec. 2024*

Undergraduate Tutor

- Computer Programming (M1522.000600) *Mar. 2024 – June. 2024*

Undergraduate Tutor

- Basic Computing: First Adventures in Computing (L0444.000400) *2024-1, 2024-2, 2025-1*

Skills

Skills: C/C++, Python, Java, Verilog
Learning: Pytorch, OpenGL
TEPS: 400/600

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