Experience

3DII

Seoul, South Korea Apr 2024 – Present

Research Engineer

- Achieved <1 cm accuracy using only 5 images for foot reconstruction by incorporating DUSt3R into a Python pipeline for multi-view 3D modeling.
 - Achieved **9× resolution upscaling without fine-tuning**, for DUSt3R's transformer using a novel positional encoding adaptation derived from LLM research by Meta—endorsed by the model's primary author.
 - Implemented a credit card segmentation method using YOLO to achieve scale rectification.
- Reduced implant surgical planning time by 4x by automating the planning process.
 - Trained and deployed a 3D volume segmentation model for CT scans and developed a panoramic curve detection algorithm (Ongoing 100% success rate for 600+ mandibular surgical cases). Iteratively made the panoramic curve detection algorithm 25x faster by using OpenMP and refactoring the code. Reduced GPU memory consumption by 50% during post-processing of the segmented volume with minimal impact on execution time.
 - Designed, trained, and deployed a diffusion model for missing-tooth filling by integrating image data with depth maps using ONNX and C++.
- Engineered a transformer-based deep learning model to segment partial oral mesh scans.

Software Engineer

Oct 2023 - Mar 2024

- Reduced image annotation time by 50% by creating a 2D data-labeling tool with Segment Anything Model.
- Architected an iOS app using Swift and Firebase based on the Model-View-View-Model design pattern to streamline image capture for a 3D teeth reconstruction pipeline, significantly increasing data acquisition efficiency. Integrated YOLO via CoreML to automatically filter out low-quality images, further enhancing data quality for downstream processing.

Synaptive Medical Optics Engineer

Toronto, Canada

May 2018 – Sep 2019

- Conducted analysis of intraoperative optical parameters to optimize search space and improve instrument performance.
- Identified optimal horizontal disparity configurations across various optical settings, enhancing imaging system accuracy.
- Developed and executed optical test protocols to determine minimal stray light angles and assess temperature impacts on imaging quality.

Projects

Monocular Human Pose Estimation

Sep 2022 – Apr 2023

- Implemented a CNN-based deep learning pipeline for 3D human pose estimation.
- Reverse-engineered NVidia's "Physics-based Human Motion Estimation and Synthesis from Videos" by relaxing rigid assumptions, adapting the technology for real-world applications.
- Applied noise filtering, Catmull-Rom spline fitting for robust post-processing and integrated physics-based optimization using RBDL, cvxopt, and Pybullet to boost model reliability.

Skills

Languages: Python, C++, Swift | Frameworks: Pytorch, ONNX Runtime

Education

University of Toronto

Master of Engineering, Computer Engineering. 3.66/4.0

University of Toronto

Bachelor of Applied Science, Mechanical Engineering. 3.74/4.0

Dean Honour's List