

# Lim, Jongyoon

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## EDUCATION

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### Sogang University, Seoul

2019-2021

*M.S., Art & Technology, 3.89 / 4.30*

*Relevant course work: Human-Computer Interaction, Artificial Intelligence, Haptics, AR/VR*

### Soongsil University, Seoul

2014-2018

*B.S., Electro Engineering (ABEEK), 4.12 / 4.50*

*Relevant course work: Circuit Design, Embedded Systems, Control Engineering, Machine Learning*

## PROFESSIONAL EXPERIENCE

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### Project Manager / Software Developer

2021-Present

*Korea Ministry of Culture, Sports and Tourism & Sogang University, Seoul*

- Programming and mobile app development
- Embedded systems and mechanical design for prototyping

### Teaching Assistant / Project Mentor

2024

*Capstone Design and Industry Collaboration Course, Department of Computer Science, Sogang University, Seoul*

- Mentored undergraduate students on project development in a university-industry collaboration course.
- Assisted in project management, resolved technical issues, and implemented hand position tracking in a 3D space using image recognition to enhance project outcomes.

### Chief Technology Officer / Co-founder

2022-2024

*ALAM, Seoul*

- Developed a pen-shaped device with a standalone position tracking algorithm for spatial computing with VR devices

### Student Worker

2022-2024

*Sogang University, Seoul*

- Received a work-study scholarship
- Managed finances and developed an accounting program

### Independent Entrepreneur

2019-2021

*Panopticon Korea, Seoul*

- Development and sales business of healthcare electronic devices for newborns baby

<b>Semiconductor Optical Engineer</b> <i>Canon, Suwon/Utsunomiya/Munich</i> <ul style="list-style-type: none"><li>Maintained and optimized photolithography equipment</li><li>Customer field service at semiconductor plant</li></ul>	<b>2017-2019</b>
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<b>Research Intern</b> <i>Multimedia Signal Processing Lab, Seoul</i> <ul style="list-style-type: none"><li>Image Recognition Research Intern</li></ul>	<b>2017</b>
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<b>Freelance Instructor, Seoul</b> <ul style="list-style-type: none"><li>Taught high school science to students</li></ul>	<b>2014-2015</b>
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## PUBLICATIONS

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<b>Guide Dog AR: A Tactile and Auditory Assisting Device Design with the Motif of a Guide Dog for the Visually Impaired</b> SM Shin, J Lim, Y Choi International Journal of Human-Computer Interaction, 1-14	<b>2024</b>
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<b>Force-feedback haptic device for representation of tugs in virtual reality</b> J Lim, Y Choi Electronics, 11(11), 1730	<b>2022</b>
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<b>BirdVR: UX design that enhances the connection between the form of the VR controller and the interaction within the content,</b> KM Bang, J Lim, H Jun, H Jo, JH Chu HCIK(HCI Korea)(2022): 813-815	<b>2021</b>
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## PROJECTS AND ART EXHIBITIONS

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<b>TrashApps, Mobile Web Application</b> <ul style="list-style-type: none"><li>Seemingly useless but surprisingly useful mobile web apps, gathered for fun</li></ul>	<b>2025</b>
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<b>EverPen 2.0, Tangible Product</b> <ul style="list-style-type: none"><li>EverPen 2.0 operates independently in a 3D coordinate system, redefining spatial computing</li></ul>	<b>2024</b>
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<b>MMCA Storage Chat Mobile, iOS Application</b> <ul style="list-style-type: none"><li>An AI docent that provides personalized, real-time explanations using generative AI based on visitor location or exhibit photos</li></ul>	<b>2024</b>
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<b>BearHands, VR Game</b> <ul style="list-style-type: none"><li>BearHands is a VR game that uses hand tracking and Oculus Quest 3's passthrough for a unique, immersive blend of puzzle-solving and FPS</li></ul>	<b>2024</b>
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<b>EverPen 1.0, Tangible Product</b>	<b>2023</b>
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- EverPen 1.0 enhances input experience in VR with pen-like gestures integrated with VR controllers

**Stern, Exhibition** **2023**

- Stern is an interactive lighting installation that responds dynamically to human presence and movement

**Starbound Odyssey, VR Game** **2023**

- Starbound Odyssey is a VR game that offers a spacewalk experience with toon shading and texturing.

**Idealavor, Tangible Product** **2022**

- Idealavor explores multi-modality eating texture recreation using visual, auditory, and haptic feedback

**Hotel Meta, Exhibition** **2022**

- Hotel Meta integrates VR with physical spaces, allowing immersive experiences and NFT-based interactions

**AR Where Visitors' Footsteps Become The Artwork, Exhibition** **2021**

- BLE Interior Positioning creates an AR platform that adapts dynamically to visitors' movements

**The Glasses, VR Movie** **2020**

- The Glasses is a VR film that uses virtual sunglasses to switch between scenes, enhancing immersion

**Table-It, Tangible Product** **2017**

- Table-It uses hand motion and color recognition to create a smart AR table for interactive content

## EXTRACURRICULAR AND ACTIVITIES

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**Participated in the CES 2024 exhibition booth, Las Vegas** **2024**

**Participated in the CHTF 2023 exhibition booth, Shenzhen** **2023**

**Participation in the Korea Electronics Show 2022 Exhibition, Seoul** **2022**

**Korea Electronics Association VR/AR Professional Project Team** **2020-2021**

**IoT smart convergence expert training program, Seoul** **2016**

## AWARDS AND HONORS

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**Selected for the New Content support program by the Korea Creative Content Agency, BareHands** **2024**

<b>Selected the Arts Startup Program by the Arts Management Center, EverPen</b>	<b>2023</b>
<b>Selected K-startup Startup Package program, EverPen</b>	<b>2023</b>
<b>Cradle for Baby Monitoring Design Patent, Smart Cradle</b>	<b>2021</b>
<b>Top 7 in KT(Korea Telecom) SuperVR Contest, The Glasses</b>	<b>2020</b>
<b>Selected for the AI Voucher Government Support Program, Smart Cradle</b>	<b>2020</b>
<b>First Korean to obtain a global photolithography equipment install license, Canon</b>	<b>2018</b>
<b>Korea Minister of Engineering and Education Award, Table-it</b>	<b>2017</b>
<b>White Horse Academic Excellence Scholarship, Soongsil univ</b>	<b>2014-2018</b>

## SKILLS

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### Programming languages

- Python (AI and image recognition)
- C/C++ (Embedded systems, low-level programming)
- C# (Game and VR/AR development)
- Swift (iOS development)
- JavaScript (Web development)

### Hardware Engineering Skills

- Professional hand tools
- Knowledge of material properties
- Soldering for circuit assembly and repair.
- Mechanical design and dynamic
- Circuit design and analysis
- 3D printing
- Laser cutting

### Computer software/ frameworks

- Microsoft office
- Unity
- Blender
- Final Cut / DaVinci Resolve
- Figma
- SPSS

- MATLAB
- OrCAD PSpice

### **Languages**

- Fluent **Korean** (native)
- Proficient in **English** (OPIc IH)
- Basic **Japanese** (speaking and listening)