

Lim, Jongyoon

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EDUCATION

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

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

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

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

TrashApps, Mobile Web Application <ul style="list-style-type: none">Seemingly useless but surprisingly useful mobile web apps, gathered for fun	2025
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EverPen 2.0, Tangible Product <ul style="list-style-type: none">EverPen 2.0 operates independently in a 3D coordinate system, redefining spatial computing	2024
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MMCA Storage Chat Mobile, iOS Application <ul style="list-style-type: none">An AI docent that provides personalized, real-time explanations using generative AI based on visitor location or exhibit photos	2024
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BearHands, VR Game <ul style="list-style-type: none">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	2024
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EverPen 1.0, Tangible Product	2023
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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 immersive exhibition where visitors explore a cityscape, engaging with AR and interactive devices to receive a personalized personality analysis.

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

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

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

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

SKILLS

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)