

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 2017-2019
Canon, Suwon/Utsunomiya/Munich

- Maintained and optimized photolithography equipment
- Customer field service at semiconductor plant

Research Intern 2017
Multimedia Signal Processing Lab, Seoul

- Image Recognition Research Intern

Freelance Instructor, Seoul 2014-2015

- Taught high school science to students

PUBLICATIONS

Guide Dog AR: A Tactile and Auditory Assisting Device Design with the Motif of a Guide Dog for the Visually Impaired 2024

SM Shin, J Lim, Y Choi

International Journal of Human-Computer Interaction, 1-14

Force-feedback haptic device for representation of tugs in virtual reality 2022

J Lim, Y Choi

Electronics, 11(11), 1730

BirdVR: UX design that enhances the connection between the form of the VR controller and the interaction within the content, 2021

KM Bang, J Lim, H Jun, H Jo, JH Chu

HCIK(HCI Korea)(2022): 813-815

PROJECTS AND ART EXHIBITIONS

Our Beloved Church App, Mobile Web Application 2025

- A mobile web app for church deacons to manage young church attendees' assignments.

TrashApps, Mobile Web Application 2025

- Seemingly useless but surprisingly useful mobile web apps, gathered for fun

EverPen 2.0, Tangible Product 2024

- EverPen 2.0 operates independently in a 3D coordinate system, redefining spatial computing

MMCA Storage Chat Mobile, iOS Application 2024

- An AI docent that provides personalized, real-time explanations using generative AI based on visitor location or exhibit photos

BearHands, VR Game 2024

- 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

EverPen 1.0, Tangible Product **2023**

- 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)