

Lim, Jongyoon

limy.kor@gmail.com • (+82) 10-2954-0906 • limjongyoon.github.io

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

Sogang University, Seoul 2021-Present

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

ALAM, Seoul 2022-2024

- Co-founder and CTO, Overseeing product development and business strategy
- Developed a pen-shaped device with a standalone position tracking algorithm for spatial computing with VR devices

Sogang University (Student Worker), Seoul 2019-2021

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

Panopticon Korea, Seoul 2019-2021

- Independent entrepreneurial venture management
- Development and sales business of healthcare electronic devices for newborns baby

Canon, Suwon/Utsunomiya/Munich 2017-2019

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

Multimedia Signal Processing Lab, Seoul 2017

- 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

Project title Year

- Describe.

Project title Year

- Describe.

Project title Year

- Describe.

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)

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)