

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 2022-2024

- 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.

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)