Yong Kwon

rainstar77@pukyong.ac.kr Undergraduate student PKNU, Busan, Republic of Korea

Research interests

Quantum information, quantum computing, quantum computers, open quantum system

Education

2016 - Present

Pukyong National University - Busan

B.S. in physics

Mentors: Prof. Seung Ki Baek, Prof. Jaegon Um

Publications

2021 TBA

Research experience

2021 - Present

Entanglement vs mutual information on two qubit system

Mentors: Prof. Jaegon Um (POSTECH), Prof. Seung Ki Baek (PKNU)

- Investigate on two spin-1/2 particles
- Find correlated information entropy on classical definition and quantum definition
- Compare two entropy values using 'Concurrence'

Fall 2020

Quantum-like game development

Mentors: Prof. Jae-yeol Hwang (PKNU) (only for class guidance)

- The word 'Quantum-like game' means a game made by applying the phenomenon to introduce to those who are not familiar with quantum physics.
- This project worked during the one of undergraduate classes, 'Capstone Design I'
- My contributions: project idea suggestion, introducing concept of quantum-like games, GUI development
- Find more detailed information following Github team repository.

Talks and posters

2021. 10. **[P]** Correlation between mutual information and concurrence *KPS Fall Meeting 2021*

2021. 08. [P] Entanglement vs. mutual information

Roles of heterogeneity in non-equilibrium collective dynamics (RHINO) 2021 link

Technical skills

Programming languages

Python, C (a little bit), TEX, Markdown

Software

Lance (TEX, Git, Mathematica, Linux (usually Ubuntu)

Languages

Korean (mother language), English (intermediate level)

Activities

2017. 07. **PKNU-ISS (International Summer School) Program**

- · Officially certified program by PKNU
- · Attended seasonal classes with abroad students who were enrolled to my university
- To this program, my english skill has improved and felt their cultural difference

Traveling abroad experiences

• Vietnam (2016), Taiwan (2016), Japan (2018) and Italy (2020)

CV updated date: October 25, 2021