Byungjin **Park**

SOFTWARE ENGINEER · SECURITY EXPERT

246-1002, Gwangmyeongmayrouge Apt. 86, Cheongna lime-ro, Seo-gu, Incheon-si, 404-180, Rep. of KOREA

☐ (+82) 10-9030-1843 | ✉ posquit0.bj@gmail.com | ☗ www.posquit0.com | ☐ posquit0 | ☐ posquit0

"Be the change that you want to see in the world."

Summary

3d artist and game designer/programmer. 4+ years of C++ experience, 6+ years of game design experience with Unreal Engine (3 and 4). Currently working as a student assistant at the Georgia State University Student Innovation Fellowship. Super nerd who loves exploring technological innovation in relation to art.

Work Experience

Student Innovation Fellowship (SIF)
Georgia State University

ENVIRONMENT ARTIST
Summer 2016 - Present

- Modeled buildings for the 3d Atlanta Project.
- Conducted archival photogrammetry for the Oakland Cemetery project.
- Worked as a consultant with Georgia State University course designers on integrating 3d modeling classes into SIF projects.

EXLAB/Makerspace
Georgia State University

MAKERSPACE ASSISTANT
Winter 2015 - Summer 2016

- Wrote documentation/tutorials on using the EXLAB equipment.
- Backend/frontend website development for the EXLAB wiki.
- Built the EXLAB gaming computers.
- Designed 3d printed models.
- Made showcase projects for emergent technologies such as the Oculus Rift and the Microsoft Hololens.

Pastaspace Interactive
California, USA

ENVIRONMENT ARTIST
Summer 2013 - Winter 2014

- Created environment art and did hard surface modeling.
- Worked with a team of concept artists to translate 2d concept art into 3d models.

Passion Projects

GPU-Accelerated Landscape Generator

HTTPS://GITHUB.COM/NCHALKLEY2/LANDSCAPEGENERATOR
Summer 2017 - Present

- Brainstormed the idea for GPU accelerated landscape generator after watching Bob Ross and playing the video game Dwarf Fortress and watching its world generator.
- Also based on the CPU-only landscape generation program World Machine.
- Uses Unreal Engine 4's blueprint system for non-destructive node based generation.
- Uses GPU compute to highly parallelize generation and reduce computation time by orders of magnitude compared to CPU-only generation. Generation that would take half on hour on the CPU takes only a few minutes on the GPU.

EXLAB/Makerspace
Georgia State University

MAKERSPACE ASSISTANT
Winter 2015 - Summer 2016

- Wrote documentation/tutorials on using the EXLAB equipment.
- Backend/frontend website development for the EXLAB wiki.
- Built the EXLAB gaming computers.
- Made showcase projects for emergent technologies such as the Oculus Rift and the Microsoft Hololens.

Pastaspace Interactive
California, USA

ENVIRONMENT ARTIST
Summer 2013 - Winter 2014

- Created environment art and did hard surface modeling.
- Worked with a team of concept artists to translate 2d concept art into 3d models.

ShitOne Corp. (Start-up company)
Seoul, S.Korea

SOFTWARE ENGINEER
Dec. 2011 - Feb. 2012

- Developed a proxy drive smartphone application which connects proxy driver and customer.
- Implemented overall Android application logic and wrote API server for community service, along with lead engineer who designed bidding protocol on raw socket and implemented API server for bidding.

SAMSUNG Electronics *S.Korea*

Freelance Penetration Tester *Sep. 2013, Mar. 2011 - Oct. 2011*
- Conducted penetration testing on SAMSUNG KNOX, which is solution for enterprise mobile security.
- Conducted penetration testing on SAMSUNG Smart TV.

Honors & Awards

INTERNATIONAL

2017	**Finalist**, DEFCON 25th CTF Hacking Competition World Final	*Las Vegas, U.S.A*
2014	**Finalist**, DEFCON 22nd CTF Hacking Competition World Final	*Las Vegas, U.S.A*
2013	**Finalist**, DEFCON 21st CTF Hacking Competition World Final	*Las Vegas, U.S.A*
2011	**Finalist**, DEFCON 19th CTF Hacking Competition World Final	*Las Vegas, U.S.A*
2012	**6th Place**, SECUINSIDE Hacking Competition World Final	*Seoul, S.Korea*

DOMESTIC

2015	**3rd Place**, WITHCON Hacking Competition Final	*Seoul, S.Korea*
2013	**Silver Prize**, KISA HDCON Hacking Competition Final	*Seoul, S.Korea*

Presentation

6th CodeEngn (Reverse Engineering Conference) *Seoul, S.Korea*

Presenter for <DEFCON 20th : The way to go to Las Vegas> *Jul. 2012*
- Introduced CTF(Capture the Flag) hacking competition and advanced techniques and strategy for CTF

Writing

A Guide for Developers in Start-up *Facebook Page*

Founder & Writer *Jan. 2015 - PRESENT*
- Drafted daily news for developers in Korea about IT technologies, issues about start-up.

AhnLab *S.Korea*

Undergraduate Student Reporter *Oct. 2012 - Jul. 2013*
- Drafted reports about IT trends and Security issues on AhnLab Company magazine.

Program Committees

2016	**Problem Writer**, 2016 CODEGATE Hacking Competition World Final	*S.Korea*
2013	**Organizer & Co-director**, 1st POSTECH Hackathon	*S.Korea*

Education

POSTECH(Pohang University of Science and Technology) *Pohang, S.Korea*

B.S. in Computer Science and Engineering *Mar. 2010 - Aug. 2017*
- Got a Chun Shin-Il Scholarship which is given to promising students in CSE Dept.

Extracurricular Activity

PoApper (Developers' Network of POSTECH) *Pohang, S.Korea*

Core Member & President at 2013 *Jun. 2010 - Jun. 2017*
- Reformed the society focusing on software engineering and building network on and off campus.
- Proposed various marketing and network activities to raise awareness.

PLUS (Laboratory for UNIX Security in POSTECH) *Pohang, S.Korea*

Member *Sep. 2010 - Oct. 2011*
- Gained expertise in hacking & security areas, especially about internal of operating system based on UNIX and several exploit techniques.
- Participated on several hacking competition and won a good award.
- Conducted periodic security checks on overall IT system as a member of POSTECH CERT.
- Conducted penetration testing commissioned by national agency and corporation.