Hyungrok Kim

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PROFILE

Currently working for PUBG as a frontend developer.
Belonged in Industrial Design department for 2 years, moved to Computer Science 2 years ago.
Studied Data Science and NLP trying to understand the linguistic communication of emotions.
Believes firmly that I will relish working as a web developer and serve people with better lives.

WORK EXPERIENCES

PUBG
Frontend Developer
Jul 2019 – Present   Seoul, Republic of Korea

UILAB(http://uilab.kr/)
Undergraduate Researcher
Study on Metaphor Comperhension
Jul 2018 – Dec 2018   Dajeon, Republic of Korea

ORGANIZATION

Korea Design Membership(http://kidp.or.kr)
Attend various design classes
Mar 2016 – Feb 2018

EDUCATION

Korea Advanced Institute of Science and Technology
B.S. in Computer Science
Minor in Industrial Design
Mar 2014 – Present   Daejeon, Korea

CORSEWORKS

CS Major	Others
CS574 Natural Language Processing	ID307 Interface Design
CS570 Artificial Intelligence and Machine Learning	ID220 Interaction Prototyping
CS492 Introduction to Machine Learning	ID302 Space Design
CS474 Text Mining	ID301 Product Design Factors
CS470 Introduction to Artificial Intelligence	ID219 Computer-Aided Design
CS330 Operating Systems and Lab	ID214 Digital Design Graphics
CS320 Programming Language	ID213 Product Design Fundamentals
CS311 Computer Organization	ID212 Three-Dimensional Design
CS300 Introduction to Algorithms	ID217 Presentation Technique
CS230 System Programming	ID218 Photo Techniques
CS206 Data Structure	ID215 Introduction to Industrial Design
CS204 Discrete Mathematics	MAS109 Introduction to LInear Algebra
	MAS205 Probability and Statistics

PROJECTS

REST Countries
https://naranara.net
Simple react webpage of listing various country information.
React, Redux, Typescript, Webpack, Babel, Sass
May 2019

Arithmetic Hash
Build LSTM-based query encoder designed to replace the hash algorithm of p2p network
Pytorch, RNN, Markov Model
Jan 2019

GCN-RNNG based Korean NMT
Syntax-Aware Model for Neural Machine Translation with Morpheme Structure in Korean
Pytorch, SyntaxNet, GCN, RNNG, KoNLPy, Word2Vec
May 2018 – Aug 2018

Neural Poetry Scansion
Based on Original Paper (Proceedings of AAAI 2016)
deep-learning apporach to improve performance on poety-analysis
Pytorch, BiLSTM-CRF, Word2Vec
May 2018 – Aug 2018

HarmonyTable
Hardware project of combining harmony & turntable in Interaction Prototyping
Arduino
Sep 2016 – Oct 2016

FlyDuck
Tangible Interface Game
Processing, Arduino
Nov 2016 – Dec 2016