Hyungrok Kim

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PROFILE

I am working for PUBG as a Platform Engineer.
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.
Currently interested in Microservice Architecture, studying to become an expert platform engineer.

WORK EXPERIENCES

PUBG
Platform Engineer
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
CS574 Natural Language Processing
CS570 Artificial Intelligence and Machine Learning
CS492 Introduction to Machine Learning
CS474 Text Mining
CS470 Introduction to Artificial Intelligence
CS330 Operating Systems and Lab
CS320 Programming Language
CS311 Computer Organization
CS300 Introduction to Algorithms
CS230 System Programming
CS206 Data Structure
CS204 Discrete Mathematics

Others
ID307 Interface Design
ID220 Interaction Prototyping
ID302 Space Design
ID301 Product Design Factors
ID219 Computer-Aided Design
ID214 Digital Design Graphics
ID213 Product Design Fundamentals
ID212 Three-Dimensional Design
ID217 Presentation Technique
ID218 Photo Techniques
ID215 Introduction to Industrial Design
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