



# Sanghyun Park

AUTONOMOUS DRIVING SYSTEM · PERCEPTION · SLAM

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"Can't get anything without trying"

## Summary

This is Sanghyun Park, who wants to become an 0.1% of autonomous driving engineer. I'm interested in Autonomous driving system of mobile robot and vehicle, Perception and SLAM. I think the more research on these technologies develops, the more convenient human life becomes. Therefore, I would like to contribute to this research.

## Research Interests

**Perception** Sensor Fusion, Object Detection  
**SLAM** Visual SLAM, Visual Odometry

## Education

### KwagnWoon University

B.S. IN SCHOOL OF ROBOTICS

Seoul, S.Korea

Mar. 2020 - Feb. 2024(Expected)

- **Current GPA** : 4.06/4.5, **Current Major GPA** : 4.05/4.5
- **Club** : Baram (Robotics Academic Group) - [2022 Staff]

## Work Experience

### Robotics & A.I. LAB @KwangWoon University

UNDERGRADUATE LAB INTERN (ADVISOR : PROF.JUNGHYUN OH)

Seoul, S.Korea

December. 2021 - Present

- Research on Visual SLAM and Computer Vision
- Studying Camera-LiDAR Fusion

## Skills

**Programming** C++/C, Python, Matlab  
**DevOps** ROS, Git  
**Frameworks** Pytorch  
**Language** Korean, English

## Extracurricular Activity

### Basic Autonomous driving software

C++, ROS, DEEPLARNING

Baram(Robotics Academic Group)

August.2021 - November.2021

- I trained Yolov3 model for Object detection
- It was implemented to make real-time judgment by receiving the type and coordinate value of the object recognized in Yolov3 through ROS
- This project is in my Github repository **Basic\_Autonomous-Driving-Software** ←(Click on the hyperlink.)

### Visual Odometry with image preprocessing

VISUAL ODOMETRY, IMAGE PREPROCESSING, PYTHON

Robotics & A.I. LAB (KW Univ.)

February.2022 - February.2022

- I implemented visual odometry based on ORB features as Python
- Image preprocessing using OpenCV
- Visual Odometry improved when applying Gaussian filter

### Console game

C++

Individual

May.2021 - August.2021

- I made Console game using C++
- After learning C++, I wanted to start to program for applying object orientation.
- This project is in my Github repository **Console\_game-avoid\_object** ←(Click on the hyperlink.)