YoungHyun **Cho**

SOFTWARE ENGINEER · ML RESEARCHER

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Summary

Hello I am YounhHyun Cho, who wants to become a SW & ML Researcher. My research interests are Deep-Learning and Computer-Vision. I like taking on challenging tasks and I like to grow up with my colleagues around me. That is why I upload and share what I did on my Github and my personal Technical Blog.

Education

Inha University *Incheon, S.Korea*

B.S. IN COMPUTER SCIENCE AND ENGINEERING *Mar.2017 - Present*

- Total GPA : 4.03/4.5 Major GPA : 4.31/4.5

Experience

Computer Vision Lab @Inha Univ *Incheon, S.Korea*

UNDERGRADUATE LAB INTERN *Sep. 2021 - Feb. 2022*

- Study on image processing based on Deep Learning

HappyDaram (Game Startup Company) *Incheon, S.Korea*

STUDENT INTERN *Jan. 2021 - Feb. 2021*

- Implement pathfinding through A* algorithm on 2d hexmap
- apply animation to 3D characters using openMMD

IGDC *Incheon, S.Korea*

CLUB MEMBER *Jan. 2021 - Feb. 2021*

- as a member in the game development club IGDC

Project

Develop Personal AI TRAINER using Media Pipe *Incheon, S.Korea*

CLIENT PROGRAMMER *Jan. 2021*

- using Python
- Measuring the angle of the joint through the pose estimation model provided by the Media-pipe

Develop VR Simulator and Release in STEAM *Incheon, S.Korea*

CLIENT PROGRAMMER(SUB-DEVELOPER) *Sep. 2020 Dec. 2020*

- using UNITY, C#
- Implement object-interaction using VRTK
- Create and place various topographic features using Asset-store
- url : https://store.steampowered.com/app/1494120/

Develop 2D Jump Platformer *Incheon, S.Korea*

CLIENT PROGRAMMER(SUB-DEVELOPER) *Jul. 2020 Sep. 2020*

- using UNITY, C#
- Devlop obstacles and monsters that interact with the player.

Awards

Jan.2021   **2nd Place,** Super Challenge SW Hackerton *Inha University*

Sep.2020   **3rd Place,** Indie Game Devlopment Contest *Inha University*

Jul.2020   **Outstanding Engineering Student Prize,** *Inha University*