

YoungHyun Cho

SOFTWARE ENGINEER · ML RESEARCHER

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Summary

Hello I am YOUNGHyun 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

B.S. IN COMPUTER SCIENCE AND ENGINEERING

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

Incheon, S.Korea

Mar.2017 - Present

Experience

Computer Vision Lab @Inha Univ

UNDERGRADUATE LAB INTERN

- Study on image processing based on Deep Learning

Incheon, S.Korea

Sep. 2021 - Present

HappyDaram (Game Startup Company)

STUDENT INTERN

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

Incheon, S.Korea

Jan. 2021 - Feb. 2021

IGDC

CLUB MEMBER

- as a member in the game development club IGDC

Incheon, S.Korea

Jan. 2021 - Feb. 2021

Project

Develop Personal AI TRAINER using Media Pipe

CLIENT PROGRAMMER

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

Incheon, S.Korea

Jan. 2021

Develop VR Simulator and Release in STEAM

CLIENT PROGRAMMER(SUB-DEVELOPER)

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

Incheon, S.Korea

Sep. 2020 Dec. 2020

Develop 2D Jump Platformer

CLIENT PROGRAMMER(SUB-DEVELOPER)

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

Incheon, S.Korea

Jul. 2020 Sep. 2020

Awards

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

Sep.2020 **3rd Place**, Indie Game Development Contest

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

Inha University

Inha University

Inha University