

# YoungHyun Cho

SOFTWARE ENGINEER · ML RESEARCHER

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## Summary

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Hello I am YounHyun 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

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### 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

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### Computer Vision Lab @Inha Univ

Incheon, S.Korea

UNDERGRADUATE LAB INTERN

Sep. 2021 - Present

- 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

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### 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#
- Develop obstacles and monsters that interact with the player.

## Awards

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

Inha University

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

Inha University

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

Inha University