

# YoungHyun Cho



[cyh197@naver.com](mailto:cyh197@naver.com)  
[github.com/YoungHyun197](https://github.com/YoungHyun197)  
[YoungHyun197.github.io](https://YoungHyun197.github.io)

## 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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2017. 03 ~	<b>B. S in Inha University</b>	Korea
Present	Major : Computer Science	Incheon
	Total GPA : 4.03/4.5 Major GPA : 4.31/4.5	

## RESEARCH INTERESTS

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## Programming Skills

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- Deep Learning
- Computer Vision
- C++, C#, Python

## EXPERIENCE

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2021. 09 ~	<b>Computer Vision Lab @Inha Univ</b>	Korea
Present	Undergraduate Lab Intern	Incheon
	- read paper and implement it as PyTorch	
2021. 01 ~	<b>Student Intern @HappilyDaram (game startup company)</b>	Korea
2021. 02	- Implement pathfinding through A* algorithm on 2d hexmap	Incheon
	- apply animation to 3D characters using openMMD	
2020. 03 ~	as a member in the game development club <b>IGDC</b>	Korea
2021. 06		Incheon

## PROJECT

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2021. 01	<b>Develop Personal AI TRAINER using Media Pipe</b>
	- position : Client Programmer
	- descript : Measuring the angle of the joint through the pose estimation model provided by the Media-pipe.
2020. 09 ~	<b>Develop VR Simulator and Release in STEAM</b>

2020. 12      - position : Client Programmer(sub-developer)  
- skills : UNITY, C#  
- descript : Implement object-interaction using VRTK  
Create and place various topographic features using Asset-store.  
- url : [Muscle Dog Simulation on Steam \(steampowered.com\)](https://steampowered.com)
2020. 07~      **Develop 2D Jump Platformer**
2020. 09      - position : client programmer  
- skills : UNITY, C#  
- descript : Develop obstacles and monsters that interact with the player.

## AWARDS

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2021. 01      **2rd Place, Super Challenge SW Hackerton**, Inha University
2020. 09      **3rd Place, Indie Game Development Contest**, Inha University
2020. 07      **Outstanding Engineering Student Prize**, Inha University