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JIHEE HWANG

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EDUCATION

Stanford, CA **Stanford University** **Expected 2018**

- B.S. Candidate in Computer Science, Minor in Linguistics and Japanese. Class of 2018. **GPA**: 3.8 / 4.0
- **Relevant Coursework:** Computer Systems / Assembly Language, Object-Oriented Systems Design, Interactive Computer Graphics, AI/Game Theory in Unreal Engine, Math. Foundations of Computing, Intro to Matrix Methods, Vector Calculus for Engineers, VR Engineering, AI Principles & Techniques, Computer Vision
- **Teaching Assistant:** EE103, Introduction to Matrix Methods

WORK EXPERIENCE

Research Assistant **Stanford Robotics Lab** **March 2015 – June 2016**

- Designed and led a Haptic fMRI Interface (HFI)-compatible motion experiment to analyze the translation of low-dimensional task control signals in the brain to high-dimensional physical muscle coordination
- Experiment developed using C++, MATLAB, Python, and the Haptic Chai library
- Operated the fMRI in the Stanford Cognitive and Neurobiological Imaging center as a level 2 fMRI user
- Assisted design and assembly of the next-gen 5-degrees of freedom haptic robot

R&D Intern **Korbit** **June 2016 – September 2016**

- Successfully developed a decentralized Ether exchange platform on the blockchain using Ethereum and its Solidity language for Smart Contract functionality. Redux + React framework was used for the application
- Published a research paper on Bitcoin and Ethereum's potential policy changes such as maximum block size change and its financial consequences on a cryptocurrency trading platform

TECHNICAL EXPERIENCE / PROJECTS

- **Personal Portfolio Page** (2016): www.alarmringing.com. Built with React. Technical / Design portfolio available here.
- **Falcon City** (PC/Mac, 2016). A 3-DOF haptic device Novint Falcon-compatible Unity experience, where the user can move around buildings from a top-down view and destroy a city. Generated 3 different haptic textures with C#, works with any VR device that supports Unity including a custom-made VR headset.
- **Shockatron!** (PC/Mac, 2016). A procedurally generated game inspired from music visualizers with rhythm game elements. Developed with Unity and C#.
- **Fractal Trip** (PC/Mac, 2016). An Oculus and Myo-compatible music visualizer involving procedural fractal generation and interactive audio manipulation from hand gestures. Developed with Unity and C#.
- **Don't Miss It** (PC/Mac/Web, 2016). An Oculus-compatible experience exploring the balance of real life and online social life. Developed with Unity and C#.
- **EcoDot** (Android, 2013). A simulation of utility-based AI agents, which react to inputs by the user using the touch screen. Created with Processing then ported to Android. On Google Play Store.

DESIGN EXPERIENCE

Web Design

- **TEDxDFLHS Home Page** (2013), **2 for 1 Home page** (2014), **Personal Portfolio Page** (2016):

Poster Design (Adobe Photoshop / Illustrator)

- **Stanford Talisman Gala** (2014), **Spring Show** (2015), **Winter Show** (2016), **Gala** (2016).

SKILLS

- **Programming**: C, C++, Java, C#, MATLAB, Python, HTML/CSS, Node.js, React, Redux, Julia, Cryptocurrencies
- **Software**: Unity Engine, Unreal Engine, Adobe Photoshop, InDesign, Premiere Pro, After Effects, SolidWorks
- **Languages**: Korean (native), English (fluent), Japanese (advanced), Mandarin Chinese (intermediate)