



# Yunji Heo

“An ambitious and capable developer”



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GitHub <https://github.com/can378>



Blog <https://yun000.tistory.com/>



Portfolio (Eng) <https://url.kr/zc5kc4>

## Education

The Catholic University of Korea

COMPUTER SCIENCE AND INFORMATION ENGINEERING

[GPA : 4.0/4.5] 2020.03 - 2025.03 (Expected)

## Skill / Tool

C/C++, C#, Python

Pytorch, TensorFlow, Numpy, Pandas, Matplotlib, SDL2

Jupyter notebook, Spyder, Unity, Git/Github

## Certificate

OPIC - IH	2024.09.22
Engineer Information Processing	2024.09.10
NVIDIA certification - FDL,FAD,ADP	2024.08.23
TOEIC - 895	2024.02.25
Computer Specialist in Spreadsheet & Database Level-2	2013.08.23
Word Processor User, Level-I	2012.12.07
Driver's license	2024.09.13

## Honor

Academic Excellence Scholarship	2020.08
Academic Excellence Scholarship	2021.03
Academic Excellence Scholarship	2022.03

## Introduce

Hello,

I am Yunji Heo, a developer who can quickly and accurately absorb new knowledge due to my boundless passion and interest in the fields that excite me. I take on any task with a strong sense of responsibility, find joy in applying theory to practical implementation and enjoy exploring new technologies.

Undergraduate Research at CVMI – The Catholic University of Korea

2024.04 – ongoing

Study Pytorch , 'Computer Vision and Deep learning' and papers ( YOLO, LeNet5, etc. )

Someone’s story” - Unity 2D PC Game

2023.09-In progress

Team Leader

<https://github.com/can378/SpiritGameProject.git>

Co-planning, coordinating team members, and leading development

Creating a random maze and implementing A\* algorithm for character movement control

Development in progress

“Woof Meow Woof Meow“ - SDL 2d Game

2024.04-2024.06

Team Leader

<https://github.com/can378/SDLGame.git>

Developed a game using the SDL Library

Managed overall planning, task delegation and general development.

“Following Car” – GPS-based moving Arduino RC Car

2024.04-2024.06

Team Leader

Created an RC car that moves to real-time GPS locations designated by a smartphone which is connected via Bluetooth communication with Arduino.

“Baseball information query program” - TCP/IP socket

2023.10-2023.12

Team Leader

<https://github.com/can378/socketProgramming.git>

Developed a program enabling remote communication with TCP/IP socket connection.

Used linear regression to predict next year’s game performance.

Displayed player statistics and game results using Pandas

“Sweet and Tangy Strawberry Farm” - Unity 2D Game

2021.01 - 2022.07

Member

<https://github.com/Team-Farmer/Strawberry.git>

Developed a mini-game, part-time worker, research, strawberry collection, achievements, and news development.

Created an audio system using Object Pooling.

Despite it being my first project and the first time using Unity, I completed it smoothly.

“Error” – Unreal short film

<https://youtu.be/HBr-nuXH8xA>

Human Pose Estimation + action recognition

human pose estimation with MediaPipe