Seohyun Ahn

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EDUCATION

KAIST, SCHOOL OF COMPUTING   2023 - Present
Korea Advanced Institute of Science and Technology
B.S. Candidate

RELEVANT COURSEWORK

MACHINE LEARNING, *KAIST CS376*   2024

INTRODUCTION TO COMPUTER GRAPHICS, *KAIST CS380*   2025

ARTIFICIAL INTELLIGENCE BASED SOFTWARE ENGINEERING, *KAIST CS454*   2025

INTRODUCTION TO COMPUTER VISION, *KAIST CS484*   2025

EXPERIENCE & ACTIVITIES

2024 ACM ICPC, *International Collegiate Programming Contest*   2024
Participated in ACM ICPC, 2024 Fall

PROJECTS

REALTIME MATERIAL RENDERING SIMULATION ENGINE, *WebGL, GLSL, Physically-Based Rendering*   2025
- Built a real-time material renderer supporting glass, chrome, soft-body physics
- Implemented custom shaders (chromatic dispersion, PBR, Fresnel)
- **Git Repository**: https://github.com/clink14/Realtime-Material-Rendering-Simulation-Engine
- **Demo**: https://clink14.github.io/Realtime-Material-Rendering-Simulation-Engine

SKILLS

PROGRAMMING,
- Python, JavaScript, C/C++
- GLSL, WebGL, Three.js
- Git, Linux basics

LANGUAGES,
- **English**: Near-native proficiency (advanced academic & technical communication)
- **Korean**: Native