Gihyeon Yang

Software Engineer

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Summary

I'm a lazy developer who write many codes to write less code. I enjoy thinking and solving problems through technology. Now I'm studying in embedded society of KOBOT and making the humanoid and autonomous car.

Professional Experience

Lablup Inc, Software Engineer, Internship **Dec, 2018 – Feb, 2019**

Lablup is a startup in Korea, which offers distributed execution management framework Backend.AI that is specialized in deep-learning model training and computational researches. I have developed a client app that can use Backend.AI in a GUI environment, landing page of meetup, and several features of CodeOnWeb.

Backend.AI Client (backend.ai)

- Develops file upload/download feature that works the same way as Dropbox
  - File upload using drag and drop events
  - Implemented to check the progress of upload/download objects

  Polymer 3.0

CodeOnWeb: Online Machine Learning Training Platform (codeonweb.com)

- Enhance and develop the capabilities of the platform's built-in IDE and execution environment
  - Enhancements to output syntax highlighted results according to stdout, stderr using ANSI color
  - Development of the ability to upload/download local files (text, image, media etc..) into development environment

  Polymer 2.0, Django, (+asyncio)

Toy Project

YABOJA (github.com/team-asdf/yaboja-web, keynote) **Aug, 2018 - Dec, 2018**

Development of Front-End of a service that analyzes github profiles to extract interests and recommends related technical articles based on them

React.js, Sass

Alpha Search (github.com/kmu-sv/alpha-search) **Dec, 2017 - Feb, 2018**

Chatbot-based cafe recommendation system. Develop Front-End using Google Map API

HTML/CSS, Javascript

Honors and Awards

2nd Place (Beijing), International Competition of Autonomous Running Intelligent Robots **Aug, 2019**

1st Place (President's Award), 2018 IRC Intelligent SoC Robot War - Huro Competition **Oct, 2018**

FPGA study for rapid image preprocessing. Stable mission by implementing a video processing library (OpenCV is not normally available)

2nd Place, FIRA RoboWorldCup - Basketball **Aug, 2019**

Using OpenCV, the team develops a program that inspects the situation and position of basketball and goal post and successfully conducts a mission.

1st Place, Embedded Software Contest - Humanoid **Dec, 2018**

Multi-thread implements image processing and robot control. Recognize the situation (object) and successfully perform the mission.

Technical Skills

Languages: Python 3, Javascript (fluent); C++, Java (working knowledge)

Frameworks / Platforms: React.js, jQuery, OpenCV (fluent); Polymer 2.-3.0, Django, AWS (working knowledge)

Other Skills: HTML/CSS, MySQL (comfortable);

Education

Kookmin University (Seoul, South Korea) **Mar, 2017 – present**

Undergraduate in Computer Science, Average in Major: 3.88 / 4.5

Publications

Study on Improving the Situation Recognition Performance of Intelligent Humanoid Robot Using FPGA based Image Preprocessing, SeongYu Song, Yongtae Kim, **Gihyeon Yang**, JinYoung Bae, YoungJun Yoo, Chongwoo Woo, Korea Software Congress 2018 (KSC 2018), Pyeongchang, South Korea, 2018. (bit.ly/2mlc5op)

Case of Social Contribution Project using Open source Software Development Principle, Seunghwan Hong, **Gihyeon Yang**, Seonggwon Yoon, Dujin Jeong, Jaeyoung Park, Soochurl Shin, Minsuk Lee, Korea Computer Congress 2018 (KCC 2018), Jeju, South Korea, 2018. (bit.ly/2kpg56K)

Volunteering Experience

Sullivan Project, Volunteer (sullivanproject.io) **May, 2015 – Nov, 2017**

The Sullivan Project is a high school-led coding training service project launched to help students in areas where they are interested in coding and who want to create what they want to make it into coding. Under the theme of "10 Days to Create My Own Website." (github/SullivanEducation/10Hours_Web)