# Dongwook Kim

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#### **EDUCATION**

## Kwangwoon Univ.

Seoul, S.Korea

#### B.S in Information Convergence, Major in Data Science

Jan 2018 to Current

• Total GPA 4.0/4.5, Major GPA 4.15/4.5 (Credits taken: 128/133)

# **Qualcomm Institute, UC San Diego**

SanDiego, CA, US

# **Qualcomm Institute AI Development Project**

Jul 2022 to Aug 2022

- Developed a classification model using the KNIME framework
- Prevent abusing through analyzing and classifying user characteristics on Instagram
  - Utilized data augmentation and crawling techniques for additional data collection

#### INTERNSHIP

# Kwangwoon Univ.

Seoul, S.Korea

#### **Visual Informatics lab**

Jul 2021 to Current

- Undergraduate Research Assistant for 2 Years
- Conduct research in computer vision and computer graphics
- Study the latest research and <u>review papers</u> about Computer Vision and Deep Learning

#### **AWARDS**

# 3<sup>rd</sup> prize, Student Creative Design Course

KwangWoonUniv,Seoul, S.Korea

#### Coverist: Book Cover Generator AI service

Jun 2022

- Developed an AI-based book generation service using various tags.
- Provided free cover generation services through mobile app(android) and web platform
- Managed end-to-end projects, including AI development, server-side implementation, web/app development, and design(UX,UI)
- Link of project(pdf)

## 1st prize(Minister's Award), Al contest

Dacon

#### **AI Competition for Software-Centered Universities**

Oct 2022

- OCR task for signage image recognition
- Improved performance through data augmentation and ensemble OCR models

## **HCI Academy of Korea**

# Synthesized training data for a ship 3D surround view learning model based on user evaluations (first author)

Feb 2023

- Link of paper
- Submitted "Synthesized training data for a ship 3D surround view learning model based on user evaluations" paper to HCI conference

#### **PROJECTS**

#### **Visual Informatics lab(with, Avicus)**

KwangWoonUniv,Seoul, S.Korea

## Distortion-free SVM generation for boat using Unreal Engine 5

Jun 2022 ~ Current

- Gathering data(Unreal Engine 5)
  - Build virtual environment (marina)
  - Implement virtual sensors (e.g. LIDAR sensor)
- Used Deep Learning Technic
  - LIDAR super resolution by implicit LiDAR Network(ILN)
  - image segmentation using RGB images
  - Create image realization by using realism filters to synthetic data
- Estimated object heights by lidar/ RGB sensors calibration
  - Estimated 3D coordinates using LiDAR sensor's field of view and depth
  - Calibration between RGB and LIDAR sensor
- real-time communication between Unreal Engine and Python using UDP protocol
  - Develop a pipeline for scene and geometry reconstruction using Panda3D
- Creating distortion-free SVM
  - Research methods for distortion-free SVM through geometry reconstruction
  - Currently working…

# Other projects

#### VR: boat simulation with Unreal Engine 5

Dec 2022

- VR Boat Navigate Simulation through Oculus VR Device
- Implement realistic ship docking environment using Unreal Engine Assets
- Built realistic ship steering environment through hand gesture recognition using Oculus devices

#### AR: Three.js with Mediapipe

Jun 2022

- Face capture, Rigging avatar by mediapipe and three.js
  - Adjusted virtual character facial expressions based on computation using face landmarks
  - Studied kinematics for avatar rigging
- Link of project(github)

## ML/DL: dementia prediction project

Jun 2022

- Predicting Dementia through Tabular Data and Wearable Device Signals
- Ensembled ML techniques for processing table data and DL techniques for signal data processing
  - Classifing various signals from wearable devices
- Link of project(github)

#### Computer Vision: OpenCV camera calibration and Panda 3D

Current

- XR project using OpenCV camera and panda 3D
- Currently working ···

## **Deep Learning: Classifying types of tiling defects**

Current

- Participated in an AI competition for classifying types of tiling defects(dacon)
- Currently working ···

#### **SCHOLARSHIP**

## Kwangwoon Univ.

Seoul, S.Korea

#### Academic excellence scholarship

Aug 2021

#### Academic excellence scholarship

Jan 2022

#### **SKILLS**

Part	Tech Stack	Environment
Simulation(digital twin)	Unreal Engine	C++, Blueprints
DeepLearning	Tensorflow,Pytorch	Python
ComputerVision	OpenCV	Python ,C++
AR	Three.js, Panda3D	Python, JavaScript
VR	Unreal Engine	Blueprints

## If you want to know more about me, please check my blog or github link below

Git hub https://github.com/donguk071 Tech blog https://donguk071.github.io

# If you want to contact me, please check my e-mail or phone address below

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