

JungHo Park

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| Motivation | <ul style="list-style-type: none"> ● Highly creativity and loyalty for work ● Ability to conceptualize and generate new ideas, analyze problems |
| Personal/ Education | <ul style="list-style-type: none"> ● Year of Birth : 1982. 02. 28 ● Citizen / Visa Type : South Korea ● Gender : Male ● Marital Status : Married ● Education <ul style="list-style-type: none"> ● SoongSil University, B.A. (Computer Science) – 2001.03 ~ 2011.02 ● Brent International School in Baguio – 1996.01 ~ 2000.05 |
| Summary of Qualification /Performance | <ul style="list-style-type: none"> ● 12 Years of Content Developer <ul style="list-style-type: none"> ● Create Musical Christian Animation Series named “The Storybox Bible” ● Experience in developing mobile applications ● Experience in AR / VR development ● 10 years of Unity3D development experience <ul style="list-style-type: none"> ■ Has shader programming experience (Beginner) ● 2 years of Unreal4 development experience ● Rigging Technology with Maya <ul style="list-style-type: none"> ■ Rigging skills of human, animals, objects and etc. ● Skills with C#, C++, MEL, Unity3D, UE4 ● Experience and knowledge in video editing and production skills ● Knowledge of network systems ● Attend the TGS2017 as a Leader ● Attend the MWC2017 as a Member |
| Skills | <ul style="list-style-type: none"> ● English skills, both written and oral ● Good Communication skills with Internals and Externals |
| Work experience | <ul style="list-style-type: none"> ● 2023 Jan – Current, Digital Twin Client Part / Unity Developer / DP World ● 2020 Apr – 2022 Dec, VR Development Team / Developer / Hangil C & C Inc. ● 2019 Feb – 2020 Mar, Development Team / R & D / Starship Vending Machine Inc. ● 2015 Jun – 2019 Jan, Development Team / Team Leader / Elrois Inc. ● 2014 Jan – 2015 May, Digital Display Team / Assistant Manager / Kinoton Korea, Inc. ● 2008 Oct – 2013 Sep, Development Team / Assistant Manager / TOCcreative, Inc. |
| Personality | <ul style="list-style-type: none"> ● Positive, Aggressive ● Enjoy new surroundings, Hard-worker ● Researcher ● Diligence and sincerity |
| Current Salary & Condition | 74,400,000 Won (Yearly Salary) + 11,000,000 Won (Bonus) (South Korea Won) |
| References | References and additional information available upon request |

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Personal Information

- Name JungHo Park
- Year of Birth 1982. 02. 28
- Citizen / Visa South Korea
- Place of Birth Seoul City, South Korea
- Phone Number +82 010-2688-9713
- e-Mail Address haplane5@gmail.com
- Sex Male
- Marital Status Married
- Home Address 62, Ewhayeodae 8-gil, Seodaemun-gu, Seoul, Korea

Education & Training

- Bachelor's degree of Computer Science, SoongSil University
 - 2001.03 ~ 2011.02 SoongSil University (Major Computer Science) at Seoul in South Korea
 - 1995.12 ~ 2000.05 Brent International School at Baguio in Philippines
- Education
 - iPhone Programming Course (Education Center at Seoul University, 2010)
 - Unity3D Programming Course (Education Center at Han Sung University, 2011)
 - Network Programming Course (Education Center, 2013)
 - Unreal4 Programming Course (Education Center, 2015)
- Certification
 - Drive License (Seoul, 2006)
 - ~~CCNA (Seoul, 2014)~~ - Expired
 - ~~Extron XTP Cross Point System (Seoul, 2014)~~ - Expired

Special Skills

- Computer Documentation Skills : Windows, Words, Excel, PowerPoint
- Computer Graphic Skills : 3DMaya, Unity3D, Unreal Engine4, Photoshop, Premier
- Foreign Language : English – Intermediate Level of Speaking and Writing
- Programming Language : C#, C++

Military Service

- A Sergeant (2003.07 ~ 2005.07)

Work Experience

DP World. Digital Twin Client Part, Unity Developer

2023.01 ~ Current

- DPWorld is logistic company based in Dubai. It specializes in cargo logistics, port terminal operations, maritime services and free trade zones. And the Korea office is responsible for pursuing and developing digital twin for all partner businesses.
- Digital Twin Project
 - Development of digital twin products that intuitively display the actual flow of port logistics.
 - Receive real-time information and instantly display it to users.
 - Work with other departments to solve a variety of problems.
 - 100% synchronizes real and virtual terrain based on GIS map data.
 - Show actual equipment movement as much as possible.
 - Using Signal R to communicate between server and clients.
 - Lighting and shadowing provide a real environment
 - Test all functions using dummy data.
 - Voice and text chat function added.
 - Digital Twin of 4 sites in progress.
 - Use Unity3D, WPF

2020.04 ~ 2022.12

- Hangil C&C Inc. is a company specializing in defense M&S, aviation electronic system, education and training contents. This company specializing in comprehensive training system development.
- Damage Control Training System
 - Develop damage control training system in VR
 - 20~60 Multi-Play Training Project
 - 2020.4 ~ Current (End via mid of September)
 - Develop Players and NPCs
 - Develop Network System use DarkRift
 - Setup the Scenes
 - Set lights (Light Probe)
 - Setup Interaction Objects (Network)
 - Create Dummy player for the network stress test (player sync)
 - Development of network data communication between Instructor Client and Trainee Client
 - Interworking with external equipment through RS-232
 - Develop Client updater software use MFC called 'DCT Updater'
 - Proceed with user training
 - Maintenance is currently in progress
 - Use Unity3D, Vive HMD, C#, Json, MFC

2019.02 ~ 2020.03

- Starship Vending Machine Inc. is that researches the original technology in the field of visual computing, builds a library, develops its own engine, and develops it as a B2C service for mobile called PUFF. It also develops AR effects editor which composites, edits, and special effects, to make videos easy and fast for the customer.
- Puff AR Editor
 - Improving the PUFF AR Editor to make videos easy and fast
 - 2019. 2 ~ 2020. 3
 - Develop the 3D Picker and Gizmo
 - Add Font styles to 'TextStyle Editor'
 - Improve FBX Import
 - Improve Lua script functions
 - Develop selecting function to Hierarchy
 - Develop Material Editor
 - Improve usage of APNG Image
 - Develop Drag and Drop function
 - Develop Save, Save as, Auto Save, Load, Import External Item functions
 - Develop Command Pattern
 - Use Modern C++, CLion
- Develop Reality Avatar System
 - Developing avatars for Content Creator to use instead of exposing their face on the broadcast platform PUFF
 - 2019. 11 ~ 2020. 3
 - Use Blender 3D for facial rig which requerd 'AR Kit Face Tracking Blendshape'
 - Use Blend Python script to Export 52 face blendshapes.
 - Rigged the avatar use 3D Max.
 - Use Rokoko Suit to gather player's movement.
 - Get Facial data from iPhone and movement data from Rokoko Suit and attach to avatar in UE4
 - Use Unreal Engine 4, Blender 3D, 3D Max,

2015.06 ~ 2019.01

- Elrois Inc. creates realistic avatars and offers an auto-rigging system on the web to enable customers to use the rigged scanned avatars. And also supporting 'runtime avatar change' Unity3D plug-in to content producers so they can change their characters to customer's avatar.

- Development of a web based Light Field 3D Video Transmission
 - 2015. 6 ~ 2016. 3
 - Deploy web service for light field 3D video
 - User and video DB development using MySQL
 - Use JSP, HTML5, CSS

- Fairy Tale – The Heungbu Nolbu Story
 - Fairy Tale – The Heungbu Nolbu Story is interactive animation system. You can watch as a animation or can change character to your own scanned realistic avatar during runtime. Also you can watch the story three kinds of view.
 - 2016. 4 ~ 2016. 6
 - Use structured light sensor and AR to recognize space.
 - Measure the user's travel distance and develop to reflect the character's location.
 - Develop the runtime character change system.
 - Develop three kinds of view and support smooth camera change.
 - Create the particles and shaders.
 - Use Unity3D, C#
 - Tango Project Content.

- VR Nike Store
 - VR Nike Store is a VR Store. You can look around and when you select the product the information pop up view appear. Also used scanned avatar as staff to have various interactions depending on your behavior.
 - 2016. 7 ~ 2016. 8
 - Develop one-touch movement function.
 - Develop product selection and information pop-up view function.
 - Create the particles and shaders.
 - Use Unity3D, C#
 - Gear VR Content.

- Wonderland VR

- Wonderland VR is FPS game that solves various events have occurred in the amusement park. You can change main character to your own scanned avatar.
- 2016. 9 ~ 2017. 1
- Develop functions to each VR controller button.
- Develop weapon and item system.
- Develop monster and NPC AI.
- Develop movement of main character.
- Define and develop projectile function
- Develop various interaction functions.
- Create the particles and shaders
- Use UE4, C++
- Vive HMD Content

- AI Concierge

- AI Concierge is a voice based AI system used scanned avatar. You can change your own scanned avatar as a concierge character.
- 2016. 12 ~ 2017. 3, 2017. 6 ~ 2017. 10
- Use MS Azure Luis, Bing Speech, Bot Framework for English version AI
- Use IBM Watson Conversation, STT, TTS for Japanese version AI
- Use IBM AiBril Conversation, MS Azure Speech Recognition, Clova Speech Synthesis for Korean version AI
- Develop the runtime character change system.
- Develop the cloth change function which applied to scanned avatar.
- Develop various interaction functions.
- Create the particles and shaders.
- Use Unity3D, UE4, C#, C++

- Interior House

- Interior House VR is interior simulation in real estate market. It provides two kinds of house for interior. And AI would describe about home appliances.
- 2017. 4 ~ 2017. 5
- Use MS Azure Luis, Bing Speech, Bot Framework for AI
- Develop translate and rotation function for home appliances.
- Develop home appliances interactions.
- Develop the cloth change function which applied to scanned avatar.

- Develop various interaction functions. (on/off, rolling, sound)
- Develop changing system of wallpaper design and color.
- Create the particles and shaders.
- Use UE4, C++
- Vive HMD Content

- Drone Racing

- Drone Racing is 4 people multi play VR game. We scanned real space and objects to support on content so you can see the scanned data on racing track.
- 2017. 10 ~ 2017. 12
- Search and select the space to be scanned.
- Use drone and DSLR camera to collect space data.
- Generate and organize 3D terrain data with photogrammetry and use to racing track.
- Create the particles and shaders.
- Use Unity3D, C#, Agisoft
- Vive HMD, Oculus HMD Content

- A-Man

- A-Man is a VR recording game that avoids meteorites and obstructions on space.
- 2018. 1 ~ 2018. 4
- Develop ranking system.
- Develop functions to each VR controller button.
- Create the particles and shaders.
- Use Unity3D, C#
- MS HMD, Gear VR Content
- Launch on Oculus Store

2014.01 ~ 2015. 05

- Kinoton Korea, inc. is system integration (SI) company that corporate digital solution at cinema, theater and other place. And it corporate LED display solution at Stadium and outer field. , 30 employees.

- Record and Motion Analysis System (Same as Coaching System)
 - Record and motion analysis system utilizes high-speed network cameras to help improve a player's skills by capturing the athletes ' motion and analyzing the data taken.
 - 2014. 1. ~ 2014. 8
 - Analysis the moving object or human with high speed network camera.
 - Recording various high speed camera at same time use signal data communication.
 - Tracking the movement of the objects or human motion.
 - Playback the various video contents and comparing the motions
 - Connecting the Fiber Optic cables
 - Hardware and software installation.
 - Set all network connections
 - Design the System

- Pitching System
 - Pitching system is a system where the ball is fired from a pitching machine that is synchronized to the data set by the pitcher video.
 - 2014. 4 ~ 2014. 5
 - Draw system configuration diagram.
 - Sync the pitcher's video image with pitching machine.
 - Possibly select the various pitcher's video image. (As storage capacity supports.)
 - Control the system use serial data communication.

- Installation of Lotte Gaints LED Display
 - Install Daktronics out door LED Display system to Lotte Gaints baseball stadium
 - 2014. 10 ~ 2015. 3
 - Network / Software manager
 - Installing and setting the network equipment
 - Connecting the Fiber Optic cables
 - Trouble shooting

- Integrated Broadcast Solution

- Install broadcasting system (TriCaster 8000) on Hanwha Eagles baseball stadium. And it conjunction with the existing display system.
- 2015. 4
- Project Manger
- Provide Virtual Studio
- Install the hardware with network setting
- Integrated between additional broadcast equipment and existing display system.

2008.10 ~ 2013.09

- TOCcreative inc. is contents publishing company that it creates the mobile contents. , 7 employees,
- The Storybox bible series.
 - The Storybox bible series is musical animation about Christian gospel.
 - 5 stories, about 3 years of production time.
 - Use maya to rigging characters, objects, animals, facial.
 - Developing mel scripts that support rigging
 - Work lipsync key, rendering, composition.
 - Made Teaser.
- The Storybox bible series for mobile
 - Publish the mobile application use the Storybox bible series.
 - 2012. 6 ~ 2012. 7
 - Develop the animation platform, so you can select an animation to watch.
 - Use Unity3D, C#
 - Android & iPhone application and launched store
- Music touch book - The Storybox bible 1
 - 2010. 6 ~ 2010. 8
 - Develop user interface.
 - Develop auto reading function.
 - Develop user interaction as a book
 - Use GameSalad, Object C
 - iPhone application and launched store
- Diet Queen
 - An app to provide and propose information on the user's current condition and diet requirements using the method of overweight
 - 2010. 9 ~ 2010. 12
 - Develop user interface.
 - Create the user, food, health care DB and develop suggest function.
 - Developing calendar function to view databases by date.
 - Implementing Korean Keyboard
 - Use Unity3D, SQLite, C#, Eclipse, Java

- Android application and launched store.

- Princess PyungGang

- Princess PyungGang is a new version of a traditional animation. You can change the characters, cloth.
You can select the stage to watch and shake device to shake the camera
- 2011. 1 ~ 2011. 12
- Rigging the characters, objects, animals, face.
- Develop shaking function use gyro
- Create the character, cloth DB.
- Develop coin system and link with in-app purchasing features
- Developing animation flow feature.
- Connecting facebook api.
- Use Unity3D, SQLite, C#, Eclipse, Java
- Android and iPhone application and launched store.

SUMMARY

- Extensive experience within content programming
- Experience Digital Twin project.
- Experience in Project Manager
- Experience in Unity3D, Unreal4, Maya, eclipse, xCode, agisoft software
- Experience in C#, C++, javascript, JSP, HTML5, CSS, MySQL, MEL, Python, Shader programming
- Having Rigging, Video editing, photogrammetric scan skills\
- Knowledge of AR, VR
- Experience of TGS2017 and MWC2017 as a Member
- Experience in High Speed Network Camera and Digital Display field.
- Excellent communication, interpersonal and negotiation skills facilitating successful interaction with clients
- Experience in network engineer.
- Wide job experience such as Customer Service, Supply Chain Management
- Registered as an online tutor in Tutoring Sites.
 - <https://taling.me/Talent/Detail/22135>
 - <https://kmong.com/gig/209572>
- GitHub Link
 - <https://github.com/haplane10/JungHoPark>