Jiwon Kim

Yonsei University, Korea | jiwon1304@yonsei.ac.kr | github.com/jiwon1304

Research Interests

- **Computer Graphics**: Real-time rendering, Procedural generation, Shader programming
- **Computer Vision**: 3D reconstruction, Image generation

Education

Yonsei University, B.S. in Computer Science   Mar 2022 – Present
- GPA: 3.63/4.30 (overall), 3.87/4.30 (major)

Projects

The early bird catches the worm   Apr 2024 - Jun 2024
- An OpenGL game with own game engine
- Assignment for CSI4105 (Computer Graphics)
- Implemented collision, physics, shader(lightings), etc.
- Generate random terrain with noises; diamond-step, Perlin noise, etc.

Discord Suno Player   Sep 2024
- A chatbot that plays music from Suno(AI music generation service) in Discord(messaging app)
- Parse HTML of a given playlist page and play music in the playlist
- Stream the music to Discord voice room through FFmpeg and Discord API

Coursework

Computer Graphics, Multicore and GPU Programming, Scientific Computing, Algorithm Analysis

Extracurricular Courses

[KU-OCW] Computer Graphics   Mar 2023 - Jun 2023
- Online open course from Korea University
- Theoretical introduction to computer graphics and GPU rendering pipeline

LearnOpenGL   Jul 2023 - Aug 2023
- Online course for OpenGL beginners
- Implemented basics of computer graphics(shadow mapping, space transforms, etc.) with OpenGL

Experiences

PoolC Programming Club   Sep 2024 - Present
Member

- Participated game development seminars

Skills

Programming languages: C/C++, Python, GLSL(Graphics Library Shader Language), CUDA

Languages: Korean, English