# Jinhyung Park

https://jinhyung-park-info.github.io

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INTERESTS    Physics-based Simulation, Computer Animation, Robotics, Computational Photography

EDUCATION

**Yonsei University**    Mar 2015 – Aug 2021
*Undergraduate Student*    Seoul, Korea
- B.S.E in Computer Science and Engineering
- B.S.E in Urban Planning and Engineering
- Admission and graduation with **highest distinction**
- Cumulative GPA: **4.09 / 4.3**, CS Major GPA: **4.02 / 4.3**, Class Rank: **1 / 33**

**University of Toronto**    Sep 2019 – Apr 2020
*Exchange Student*    Toronto, Canada
- Faculty of Arts & Science (CS Major GPA: **3.8 / 4.0**)

SCHOLARSHIPS & FELLOWSHIPS

**NC Fellowship – Neural Graphics Track**, NCSOFT, 2021-2022
- Granted to top-performing students in Computer Graphics courses at leading universities in Korea

**National Scholarship for Science and Engineering**, Korea Student Aid Foundation, 2015-2020
- Merit-based full scholarship awarded to science/engineering students with top 3% admission score

HONORS & AWARDS

**Computer Science Graduation Capstone Project Competition** | Grand Prize, Yonsei Univ., 2021
**Urban Engineering Graduation Capstone Design Exhibition** | Excellence Prize, KOSHAM, 2020
**Certificate of Commendation**, Eighth United States Army & Republic of Korea Army, 2017, 2018
**Certificate of Appreciation**, United States Army, 2018
**Semester High Honors**, Yonsei University, 2015-Fall, 2020-Fall
**Semester Honors**, Yonsei University, 2015-Spring, 2016-Spring, 2016-Fall
**Residential College Academic Seminar** | Grand Prize, Yonsei University, 2015

PUBLICATIONS    **Jinhyung Park**, Dohae Lee, In-Kwon Lee, "Flexible Networks for Learning Physical Dynamics of Deformable Objects," arXiv:2112.03728, 2021. (Submission under review)    [pdf][code]

RESEARCH EXPERIENCE

**Research Intern** (Advisor: Professor In-Kwon Lee)    Jun 2020 – Sep 2021
*Computer Graphics & Applications Lab, Yonsei University*    Seoul, Korea
- Led research on developing a differentiable physics engine for synthetic and real-world deformable objects, submitted a paper based on work
- Participated in weekly lab seminars and discussions about research papers on physical simulation, AR/VR techniques, and machine learning.
- Won the *best inquirers* prize in the 2021 Korea Computer Graphics Society (KCGS) conference for active participation in seminars and presentations

**Research Student** (Advisor: Professor Byungjoo Lee)    Mar 2021 – Jun 2021
*Esports Lab, Yonsei University*    Seoul, Korea
- Developed an agent that can simulate human point and click behavior in an adversarial environment
- Led the group project as a team leader, gave an oral presentation, and won the grand prize in the Computer Science Graduation Capstone Project Competition

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| WORK EXPERIENCE | **Software Developer** | Starting Dec 29th, 2021 |
| | *NAVER* | Seoul, Korea |

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| **Senior KATUSA** | May 2018 – Dec 2018 |
| *Republic of Korea Army* | Dongducheon, Korea |

- Led 53 KATUSA (Korean Augmentation To the United States Army) soldiers as the unit leader
- In recognition of outstanding leadership in educating and supervising soldiers, won the *KATUSA of the month* award and contributed to winning the 2nd highest performing unit in the 2018 evaluation

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| **Liaison Specialist** | Mar 2017 – May 2018 |
| *Republic of Korea Army* | Dongducheon, Korea |

- Supervised the liaison system between the Korean-US Army during combined military exercises through superior communication and analytical skills. Was awarded a *Certificate of Commendation* from a brigadier general in the US Army in recognition of flexibility and agility.
- Built a new OJT system for new soldiers in the liaison team that reduced the training period by 50%

EXTRA-CURRICULAR ACTIVITIES

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| **NC Fellowship — Neural Graphics Track** | Jul 2021 – Present |
| *NCSOFT* | Seoul, Korea |

- As a part of the AI talent development fellowship, currently developing a system that denoises motion capture data to generate realistic 3D character animation in game development
- Took lectures on machine learning, computer vision, and computer graphics topics, including transformations, kinematics, Monte Carlo Tree Search, and self-play reinforcement learning.

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| **PoolC (Programming Club)** | Sep 2020 – Present |
| *Yonsei University* | Seoul, Korea |

- Participated in study groups for computer vision, algorithm analysis, and web programming

TEACHING

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| **Basic Java Programming** | Jul 2019 – Aug 2019 |
| *Hanguk Academy of Foreign Studies (HAFS) Camp* | Yongin, Korea |

- Established and instructed a new course, Basic Java Programming, to middle school students in the 2019 HAFS Summer English camp
- Created course notes and lab materials, consulted students with interests in computer science

VOLUNTEER

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| **Peer Tutor** | Sep 2015 – Dec 2015 |
| *Yonsei University Volunteer Center* | Seoul, Korea |

- Volunteered to organize and instruct weekly lectures on General Chemistry to a first-year international student in Yonsei University, assisted the student to successfully complete her course

TECHNICAL SKILLS

**Programming Languages** Python, C++, C (Advanced), Java (Moderate)
**DL Frameworks** Tensorflow, Pytorch
**Libraries** OpenGL, OpenCV, Three.js
**Softwares** Adobe Photoshop, Adobe Lightroom, Maya, Android Studio, Unity3D

LANGUAGE

Korean (Native), **English** (Fluent) – iBT TOEFL: 115 (R: 30, L: 29, S: 28, W:28)