Jinhyung Park

https://jinhyung-park-info.github.io | Computer Science

INTERESTS

Physics-based Simulation, Computer Animation, Computational Photography

EDUCATION

Yonsei University Mar 2015 – Aug 2021
Undergraduate Student Seoul, Korea

- Bachelor of Science in Engineering (Major: Computer Science and Engineering)
- Bachelor of Science in Engineering (Major: 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**)

HONORS & AWARDS

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

Computer Science Graduation Capstone Project Competition | Grand Prize, Yonsei Univ., 2021
Urban Engineering Graduation Capstone Project Exhibition | Excellence Prize, KOSHAM, 2020
National Scholarship for Science and Engineering, Korea Student Aid Foundation, 2015-2020
- Full tuition awarded to science and engineering students with top 3% admission score

Certificate of Commendation, Eighth United States Army, 2017, 2018
Certificate of Appreciation, Republic of Korea 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," Submission under review, 2022.

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 learnable physics simulator 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

Work Experience

Incoming Software Developer — Starting Dec 2021
NAVER — Seoul, Korea

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

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

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.

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

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

Teaching

Calculus and Vectors — Mar 2015 – Jun 2021
Tutor — Seoul, Korea

- Gave 1-to-1 tutoring to 17 Korean, American, and Canadian high school and university students (in total) over the past six years on Precalculus, AP Calculus, and Vectors with self-made textbooks

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

Technical Skills

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

Language

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