

Jinhyung Park

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

INTERESTS	Physics-based Simulation, Computer Animation, Robotics, Computational Photography	
EDUCATION	Yonsei University	Mar 2015 – Aug 2021
	<i>Undergraduate Student</i>	Seoul, Korea
	<ul style="list-style-type: none">• 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
	<i>Exchange Student</i>	Toronto, Canada
	<ul style="list-style-type: none">• Faculty of Arts & Science (CS Major GPA: 3.8 / 4.0)	
SCHOLARSHIPS & FELLOWSHIPS	NC Fellowship – Neural Graphics Track , NCSoft, 2021-2022	
	<ul style="list-style-type: none">• 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	
	<ul style="list-style-type: none">• 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
	<ul style="list-style-type: none">• 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 <i>best inquirers</i> 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
	<ul style="list-style-type: none">• 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	Software Engineer NAVER	Dec 2021 – Present Seongnam, Korea
	Senior KATUSA <i>Republic of Korea Army</i>	May 2018 – Dec 2018 Dongducheon, Korea
	<ul style="list-style-type: none"> 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 <i>KATUSA of the month</i> award and contributed to winning the 2nd highest performing unit in the 2018 evaluation 	
	Liaison Specialist <i>Republic of Korea Army</i>	Mar 2017 – May 2018 Dongducheon, Korea
	<ul style="list-style-type: none"> Supervised the liaison system between the Korean-US Army during combined military exercises through superior communication and analytical skills. Was awarded a <i>Certificate of Commendation</i> 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 NCSoft	Jul 2021 – Present Seoul, Korea
	<ul style="list-style-type: none"> 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) <i>Yonsei University</i>	Sep 2020 – Present Seoul, Korea
	<ul style="list-style-type: none"> Participated in study groups for computer vision, algorithm analysis, and web programming 	
TEACHING	Basic Java Programming <i>Hanguk Academy of Foreign Studies (HAFS) Camp</i>	Jul 2019 – Aug 2019 Yongin, Korea
	<ul style="list-style-type: none"> 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	Peer Tutor <i>Yonsei University Volunteer Center</i>	Sep 2015 – Dec 2015 Seoul, Korea
	<ul style="list-style-type: none"> 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)	