

Jinhyung Park

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

INTERESTS	Physics-based simulation, Animation, Computational Photography	
EDUCATION	Yonsei University <i>Undergraduate Student</i>	Mar 2015 - Aug 2021 Seoul, Korea
	<ul style="list-style-type: none">• Bachelor of Science in Engineering (Major: Computer Science)• Bachelor of Science in Engineering (Major: Urban Planning & Engineering)• Admission and graduation with highest distinction• GPA: 4.09 / 4.3, CS Major GPA: 4.02 / 4.3• Class Rank : 1 / 33	
	University of Toronto <i>Exchange Student</i>	Sep 2010 - Apr 2020 Toronto, Canada
	<ul style="list-style-type: none">• Faculty of Arts & Science - Computer Science• CS Major GPA: 3.8 / 4.0	
HONORS & AWARDS	NC Fellowship – Neural Graphics Track , NCSoft, 2021-2022 Grand Prize in Computer Science Graduation Capstone Project Competition , Yonsei Univ., 2021 Excellence Prize in Urban Engineering Graduation Capstone Project Competition , KOSHAM, 2020 National Science and Engineering Scholarship , Korea Student Aid Foundation, 2015-2020 Certificate of Commendation , Eighth United States Army, 2017, 2018 Certificate of Appreciation , Republic of Korea Army, 2018 Semester High Honors , Yonsei University, 2016, 2021 Semester Honors , Yonsei University, 2015, 2016, 2017 Winner of the 2nd Residential College Academic Seminar , Yonsei University, 2015	
PUBLICATIONS	Jin Hyung Park , Dohae Lee, In-Kwon Lee. 2021. Flexible Networks for Learning Physical Dynamics of Deformable Objects. (submission under review) [pdf] [code] [project]	
RESEARCH EXPERIENCE	Computer Graphics & Applications Lab <i>Research Intern (Advisor: Professor In-Kwon Lee)</i>	Jun 2020 - Sep 2021 Seoul, Korea
	<ul style="list-style-type: none">• Led research on physics-based simulation of deformable objects (submission under review)• Gave poster presentation on learnable physics simulator at KCGS 2021	
	Esports Lab <i>Research Intern (Advisor: Professor Byungjoo Lee)</i>	Mar 2021 - Jun 2021 Seoul, Korea
	<ul style="list-style-type: none">• <i>Simulating Point-and-Click Behavior in Implicit Adversarial Environment</i> [code][video]• Led group project on simulating point-and-click behavior in an adversarial environment, won the grand prize in the Computer Science Graduation Capstone Project Competition with oral presentation	
	Environmental Spatial Informatics & Disaster Prevention Lab <i>Student (Advisor: Professor Dong Keun Yoon)</i>	Sep 2020 - Dec 2020 Seoul, Korea
	<ul style="list-style-type: none">• <i>Flood Risk Assessment and Resilience Plan Development of Seoul using Multidimensional Spatial Analysis Frameworks: QGIS and Unity3D</i> [poster]	

- Led group project on assessing flood risk of Seoul districts by using QGIS and Unity3D, won excellence prize in urban engineering graduation capstone project competition from KOSHAM with poster and oral presentation

WORK EXPERIENCE	NAVER	Dec 2021 -
	<i>Software Developer</i>	Seoul, Korea
	<ul style="list-style-type: none"> • Hired in July 2021 but deferred the acceptance to December 2021 (tentative) 	
	Republic of Korea Army	Mar 2017 - Dec 2018
	<i>Senior KATUSA</i>	Dongducheon, Korea
	<ul style="list-style-type: none"> • Led 53 KATUSA (Korean Augmentation to the United States Army) soldiers in the unit including educating new incoming soldiers to the unit • In recognition of outstanding performance, selected as the 'KATUSA of the month' and contributed to achieving the 2nd highest performing unit in the 2018 evaluation 	
	<i>Liaison Specialist</i>	Dongducheon, Korea
	<ul style="list-style-type: none"> • Supervised the liaison system between the Korean-US Army through superior communication skills and data analysis (combat power analysis). In recognition of flexibility and agility, was awarded 'Certificate of Commendation' from a brigadier general of the US Army • Conducted written and oral English-Korean interpretation for US Army officers including the Deputy Commander of the 210th Field Artillery Brigade, during Korean-US combined military exercises • Constructed a new training system for liaison recruits that reduced the training period by 50% 	
EXTRACURRICULAR ACTIVITIES	NE Fellowship – Neural Graphics Track	Jul 2021 - Present
	<i>Regular Participant</i>	Seoul, Korea
	<ul style="list-style-type: none"> • Studied machine learning, computer vision, and advanced computer graphics concepts including kinematics, transformations, motion capture, etc. • Currently participating a competition on developing a deep neural network for denoising motion capture (marker) data for smooth character animation 	
	PoolC – Programming Club of Yonsei University Engineering Department	Sep 2020 - Present
	<i>Regular Member</i>	Seoul, Korea
	<ul style="list-style-type: none"> • Participated in study groups for computer vision, algorithm analysis, and web programming 	
TEACHING	Tutoring	Mar 2015 - May 2021
	<i>Private Tutor</i>	Seoul, Korea
	<ul style="list-style-type: none"> • Taught 20 students 	
	HAFS (Hanguk Academy of Foreign Studies) Camp	Jul 2019 - Aug 2019
	<i>Program Assistant</i>	Yongin, Korea
	<ul style="list-style-type: none"> • Organized and supervised student programs and events for elementary/middle school students throughout the 2019 HAFS Summer English Camp • Established and instructed a new elective course (Java Programming) to 7th-grade students which ranked as one of the most popular elective courses in the camp 	
	Yonsei University Peer Tutoring	Aug 2015 - Dec 2015
	<i>Peer Tutor</i>	Incheon, Korea
	<ul style="list-style-type: none"> • Organized and led general chemistry class on a weekly basis to a Chinese freshman student (60 hours) 	

TECHNICAL
SKILLS

Programming Languages Python, C++, C (Advanced), Java (Moderate)

DL Frameworks Tensorflow, Pytorch

Libraries OpenGL, OpenCV, Three.js

Softwares Maya, Android Studio, Adobe Lightroom, Adobe Photoshop, Microsoft Powerpoint/Word/Excel

LANGUAGE

English (Fluent), **Korean** (Native)

- iBT TOEFL: 115 (Speaking: 28, Writing: 28, Reading: 30 Listening: 29)