

Jinhyung Park

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INTERESTS

Physics-based Simulation, Animation, Computational Photography

EDUCATION

Yonsei University

Mar 2015 – Aug 2021

Undergraduate Student

Seoul, Korea

- Bachelor of Science in Engineering (Major: Computer Science)
- Bachelor of Science in Engineering (Major: Urban Planning & Engineering)
 - National Science and Engineering Scholarship (full tuition granted for **top 3% admission** score)
 - Graduation Class Rank: **1 / 33**
 - Cumulative GPA of **4.09 / 4.3 (96.9%)**, CS Major GPA of 4.02 / 4.3

University of Toronto

Sept 2019 – Apr 2020

Exchange Student

Toronto, Canada

- Faculty of Arts & Science – Computer Science
 - CS Major GPA of **3.80 / 4.0**

HONORS & AWARDS

- NC Fellowship – Neural Graphics Track, NCSOFT, 2021-2022
- Grand Prize in Computer Science Graduation Capstone Project Competition, Yonsei University, 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 Laboratory

Jun 2020 – Present

Research Intern (Advisor: Professor In-Kwon Lee)

Seoul, Korea

- Led research on physics-based simulation of deformable objects, submitted a research paper to the 2022 AAAI conference (currently under Phase 2 review)
- Gave poster presentation on learnable physics simulator at KCGS 2021

Esports Laboratory

Mar 2021 – Jun 2021

Research Intern (Advisor: Professor Byungjoo Lee)

Seoul, Korea

- ***Simulating Point-and-Click Behavior in Implicit Adversarial Environment*** [code][project]
- Led group project on simulating human point-and-click behavior in an adversarial environment, won the grand prize in the 2021-Spring Computer Science Graduation Capstone Project Competition with oral presentation

Environmental Spatial Informatics and Disaster Prevention Laboratory

Sep 2020 – Dec 2020

Student (Advisor: Professor Dong Keun Yoon)

Seoul, Korea

- ***Flood Risk Assessment and Resilience Plan Development of Seoul using Multidimensional Spatial Analysis Frameworks: QGIS and Unity3D*** [pdf] [project]
- 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

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WORK EXPERIENCE

NAVER

Software Developer

Jan 2022 –
Seoul, Korea

- Hired in July 2021 but deferred the acceptance to January 2022 (tentative)

Republic of Korea Army

Senior KATUSA

Mar 2017 – Dec 2018

Dongducheon, Korea

- 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

Liaison Specialist

Dongducheon, Korea

- 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

NC Fellowship – Neural Graphics Track

Jul 2021 – Present

Regular Participant

Seoul, Korea

- 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

Regular Member

Seoul, Korea

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

HAFS (Hanguk Academy of Foreign Studies) Camp

Jul 2019 – Aug 2019

Program Assistant

Yongin, Korea

- 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

TECHNICAL SKILLS

Advanced Python, C++, C, Tensorflow

Moderate Java, Android Studio, Pytorch, OpenGL, OpenCV

Novice HTML, CSS, Javascript, Assembly Language, Three.js, Houdini

LANGUAGE PROFICIENCY

Fluent in **English** and Native in **Korean**

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