

Jiwon Park

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EDUCATION

University College London

Sep 2023 - Sep 2024

MSc Computer Graphics, Vision and Imaging | Awarded Distinction

- **Thesis:** GaussCraft: Precision Editing and Reconstruction with 2D Gaussian Splatting
- **Relevant Coursework:** Machine Learning for Visual Computing, Robot Vision and Navigation

University of Birmingham

Sep 2020 - Jun 2023

BSc Computer Science, First-Class with Honors

- **Thesis:** Non-Human Primates Pose Estimation using Transformers
- **Relevant Coursework:** Machine Learning & Data Analysis, Computer Vision & Imaging

PROJECT EXPERIENCE

Jiwon's Tech Blog (2025 -)

- Authored in-depth technical reviews on cutting-edge papers (e.g., SANA, VGGT, 3DGS), translating complex academic concepts for a broader engineering audience.

GaussCraft: Precision Editing and Reconstruction with 2D Gaussian Splatting (2024)

- Developed "GaussCraft," a real-time framework integrating 2D Gaussian Splatting with ARAP deformation for interactive scene editing.
- Engineered a novel 2D rigging system by adapting Gaussian Avatar's 3D mechanism to 2DGS, strictly binding splats to mesh tangent planes.

Passport Control VR Simulator (2024) - Unity + Oculus Quest 2

- Developed VR training simulation for border control using Unity and C#.
- Simulated document checks and interaction logic for immersive training.

Non-Human Primates Pose Estimation using Transformers (2023)

- Adapted a Transformer-based architecture (PETR) for non-human primate pose estimation, utilizing transfer learning from human datasets to effectively address data scarcity.
- Achieved state-of-the-art performance (80.7 mAP) on the Open Monkey Challenge.

Swaperty (2022) with Django + React

- Delivered a complete MVP featuring secure JWT authentication and real-time data updates.
- Designed UX for user flow and optimized backend for data handling.

EXPERIENCE

Social Service Agent - Republic of Korea Mandatory Service

Dec 2024 - Sep 2026

Ministry of Health and Welfare

- Fulfilling military service through welfare work supporting vulnerable communities.
- Coordinated with staff and team members to effectively resolve issues and improve service delivery.

SKILLS

Languages: Python, C++, C#, Java, Haskell

AI & Computer Vision: PyTorch, OpenCV, NumPy, Transformers (PETR), 3D Gaussian Splatting

Graphics & Game Dev: Unity, VR/AR Development, ARAP Deformation

Web & Infrastructure: React, Django, AWS, Git

SCHOLARSHIPS & LANGUAGES

- Achievement Admission Scholarship, University of Birmingham
- Languages: Korean (Native), English (Fluent)