Jeong Joon Park

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EDUCATION

University of Washington — Seattle, WA
Ph.D. Student in Computer Science and Engineering — 2015~
Advised by Prof. Steve Seitz
UW Reality Lab Facebook Fellow (2018-2019)

California Institute of Technology — Pasadena, CA
B.S. in Computer Science, graduated with Honor — 2011~2015
Fully Funded by *Samsung Scholarship*

PUBLICATIONS

Seeing the World in a Bag of Chips

Jeong Joon Park, Aleksander Holynski, Steve Seitz:
2020 *IEEE Conference on Computer Vision and Pattern Recognition (CVPR)*. Oral Presentation. Covered by WIRED and Scientific American

DeepSDF: Learning Continuous Signed Distance Functions for Shape Representation

Jeong Joon Park, Peter Florence, Julian Straub, Richard Newcombe, Steven Lovegrove:
2019 *IEEE Conference on Computer Vision and Pattern Recognition (CVPR)*. Oral Presentation & Best Paper Award Finalist.

Surface Light Field Fusion

Jeong Joon Park, Richard Newcombe, and Steve Seitz.:
2018 *IEEE International Conference on 3D Vision (3DV)*. Oral Presentation.

Prevalence and recoverability of syntactic parameters in sparse distributed memories

J.J. Park, R. Boettcher, A. Zhao, A. Mun, K. Yuh, V. Kumar, M. Marcolli:
2017 *International Conference on Geometric Science of Information*.

WORK EXPERIENCE

Apple Inc. AI/ML Team — Seattle, WA
Research Intern — *06/2020 ~ Now*

- Exploring effective neural representation for indoor scene reconstruction.
- Mentor: Qi Shan and Alex Colburn

Facebook Reality Labs (Oculus Research) — Redmond, WA
Research Intern — *06/2019 - 09/2019 & 06/2018 - 09/2018*

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- Conduct research on developing new representations of geometry, material, and surface appearance suitable for deep learning, to achieve general and data-driven 3D reconstruction.
- Mentor: Steven Lovegrove and Richard Newcombe

Adobe Research — San Jose, CA
Research Intern — *06/2017 - 09/2017*

- Conducted research on how to realistically render virtual objects in Augmented Reality under dynamically changing lighting conditions for indoor environments.
- Mentor: Duygu Ceylan

Facebook, Inc. — Menlo Park, CA
Software Engineer Intern — *06/2015 - 09/2015*

- Developed new features in Facebook video player as a member of video product team
- Implemented front-end and back-end components of video thumbnail preview interface

TEACHING EXPERIENCE

AR/VR Capstone — University of Washington, CSE
Teaching Assistant — *03/2020~06/2020*

- Advised students on ideating and developing awesome AR/VR related projects
- Helped organizing the course materials and device setups

PATENTS

Realistically illuminated virtual objects embedded within immersive environments
Jeong Joon Park, Zhili Chen, Xin Sun, Vladimir Kim, Kalyan Sunkavalli, Duygu Ceylan
U.S. Patent Number US10600239B2 (2020)

ADDITIONAL

- Skills: Python; PyTorch; C/C++; CUDA; Blender; OpenGL; MATLAB
- Created a HoloLens Augmented Reality demo app “Holo To Cook.” Video @ https://goo.gl/z6kcZD
- Language: English (Fluent), Korean (Fluent), Japanese (Conversational)