Jeong Joon Park

Seattle, WA • 626-759-2736 • jjpark7@cs.washington.edu

EDUCATION

University of Washington
Seattle, WA
2015~

Ph.D. Student in Computer Science and Engineering
Advised by Prof. Steve Seitz
Apple PhD Fellowship (2020-now)
UW Reality Lab Facebook Fellow (2018-2019)

California Institute of Technology
Pasadena, CA
2011~2015

B.S. in Computer Science, graduated with Honor
Fully Funded by *Samsung Scholarship* (Given to 5 high school students in Korea)

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
06/2020 ~ Now

Research Intern

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

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

- 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

UW AR/VR Capstone (CSE 481V) University of Washington, CSE
Teaching Assistant *03/2020~06/2020*

- Advised students on ideating and developing awesome AR/VR related projects
- Helped organizing the virtual AR/VR class; organized course materials, set up devices

UW Graduate Computer Vision (CSE 576) University of Washington, CSE
Guest Lecturer *05/2020*

- Taught one class as a guest lecturer for the UW computer vision course
- Covered topics include depth camera-based fusion, tracking, rendering, and related works on learning-based 3D reconstruction.

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)

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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)