

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 Computer Vision Course (CSE 576)

University of Washington, CSE

Guest Lecturer

05/2020

- Taught one class as a guest lecturer for the graduate computer vision course at UW
- 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)