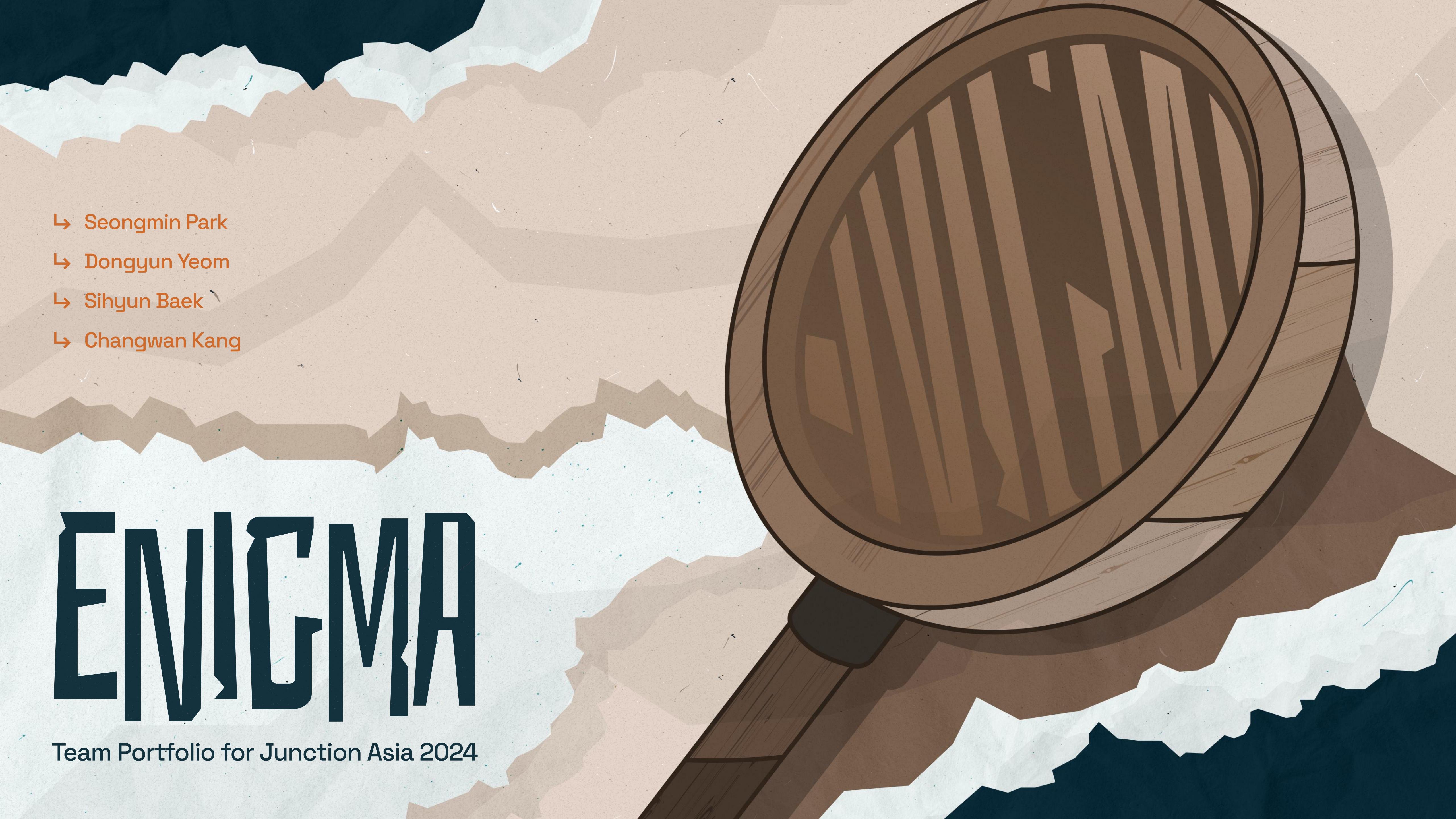


- 
- ↳ Seongmin Park
 - ↳ Dongyun Yeom
 - ↳ Sihyun Baek
 - ↳ Changwan Kang

ENIGMA

Team Portfolio for Junction Asia 2024

Riddles and Mysteries

ENIGMA, a four-member team for Juction hackathons, is a team that has come together to solve enigmatic and mysterious problems, just like its name and the slogan "Riddles and Mysteries." We have exceptional expertise in our respective fields to match hackathons who need to mobilize creative ideas and technology to produce results in a short period of time.

The most important part of the hackathon is creativity and collaboration. We think it's important for everyone to understand and consider each other while trying to think creatively, as the value of the other one becomes meaningless if only one of these two values is lacking.

Our team ENIGMA will make every effort to create new experiences and better problem-solving skills with various people through this hackathon. Please look forward to what kind of creative outcomes we will develop!

ENIGMA

Introduction

Seongmin Park



#Frontend

#Backend

#App

Hello, I am Park Seong Min, a third-year student at KDMHS.

After awarding 1st prize in KCF Hackathon, I founded a team called "Semicolon". During the Corona period, We participated in civic-hacking by conducting projects such as "Uvirus" and "Mask Finder." Through this, I gained various experiences and communicated with many people. I want to continue to grow through various experiences in the future.

2024 ISEF

Team RUKU - HearBridge

Society and Science

Finalist

2024.05

2nd Place

2024.12

1st Place

2023.11

1st Place

2021.12

1st Place

2021.12

5th Korea Codefair SW Contest

Team RUKU - AIBA

Ministry of Science and ICT

7th Venture Startup Item Contest

Team RUKU - AIBA

Ministry of SMEs and Startups

22nd AppJam

Team 진격의 루나 - 두비두밥

Ministry of SMEs, SK Planet

3th Korea Codefair Hackathon

Team 아맞다커밋 - 블록크래프트

Ministry of Science and ICT

+82 10-8427-6415

admin@isamin.kr

krisamin

Introduction

Yeom Dongyun



#Frontend

#Backend

#Communication

I'm a front-end developer who wants to make the world a better place through web services. I enjoy building user-friendly websites utilizing libraries like React, Next.js, and others. I'm interested in new technology trends and constantly strive to learn and improve. I'm also passionate about using my creative ideas to build innovative services. I always try to approach projects with a collaborative attitude, actively communicating with my colleagues.

HORANG EDU Corp.

Developer / Manager

Developed the 'HORANG' Korean coding education solution

2023.09 ~

B2G Educational Desktop Program

Korean coding desktop program for government education

2023.12 ~

HORANG Service Open Beta Launch

Developing features based on client requirements

2023.10 ~ 2024.01

DIMIPAY

Store payment solution for KDMHS

2022.08 ~ 2023.12

Developer

External Activities

BizCool Startup Club '#IMPLUDE'

Developed 'Itneun', 'VOAH'

2023

+82 10-7531-3245

me@tilto.kr

tilto0822

Introduction

Sihyun Baek



#UI Design

#Graphic Design

#Branding

Hello, I'm Sihyun Baek, a designer who likes mobile devices and music. Currently, I'm in Sunrin Internet High School, and I'm constantly learning various designs such as UI design, packaging design, and editorial design. A designer is a career that can have an endless influence on someone. Just as I decided to become a designer after seeing a concept design I came across a long time ago, I want to be a designer who brings new inspiration and joy to people.

2024 South Korea general election

Design candidate promotional materials

2023.08 ~ 2024.04

Founder

2023.07 ~

1st Place

2023.07

1st Place

2023.11

1st Place

2022.11

SNA:P PRINTING

Design company and print shop

Based on Gimpo

2023 Sunrinthon

Searchlight - Hospital & paramedic interworking app

Jeju ICT Innovation hackathon

Team 고라니단 - Gyullu

Tangerine distribution tracking app

Sunrin Digital Contents Contest

Team Bald - Filey

File Explorer for easy file management

+82 10-4440-0435

mail@sihyunlights.com

sihyunlts

Introduction

Changwan Kang



#Backend

#Kaist

#CS

Hi, my name is Changwan Kang. I'm in the first year of the school of freshmen in KAIST, daejeon. I started to learn computer science since I was younger and is studing in the university. I think as important technological advancedment is as the personal experiences that developers get is also a big part of the improvement. Therefore, I want to continuously communicate each other and encounter problems worth thinking about together.

Pre-URP Program

운동상상 뇌파 수집 및 분석

KAIST

2023.01

TOP 500

2020.08

2nd Place

2020.12

2nd Place

2019.12

2rd Place

2018.10

NYPC 2020

Programming Challenge

Nexon

2nd Korea Codefair Hackathon

Team 데코데스트 - 유바이러스 AI

Ministry of Science and ICT

1st Korea Codefair Hackathon

Team 최강 - 꿈담이

Ministry of Science and ICT

35th KOI

National Information Society Agency

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dnlstmffj

Projects

DIMIGOIN



Seongmin Park - Frontend, App

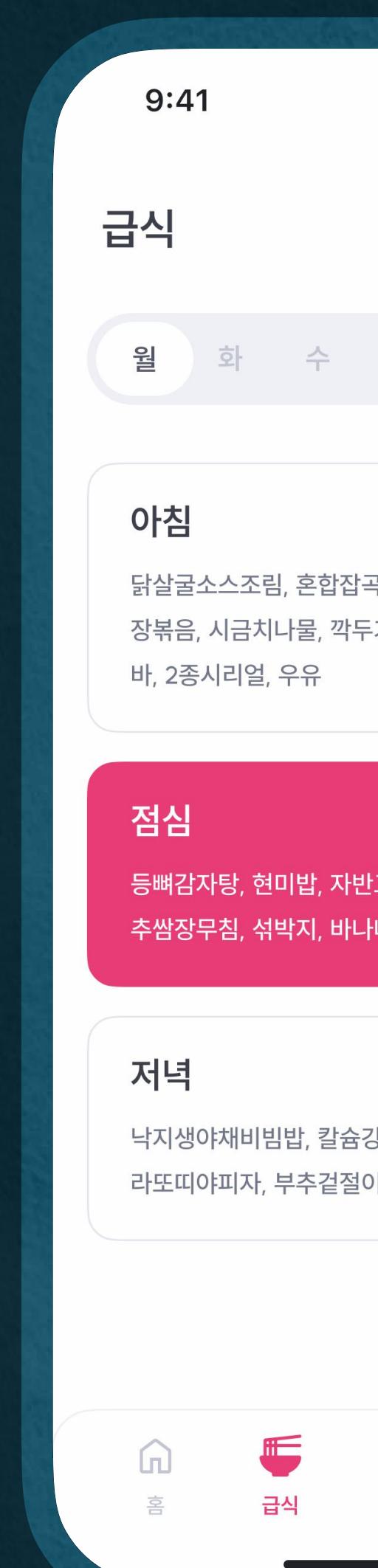
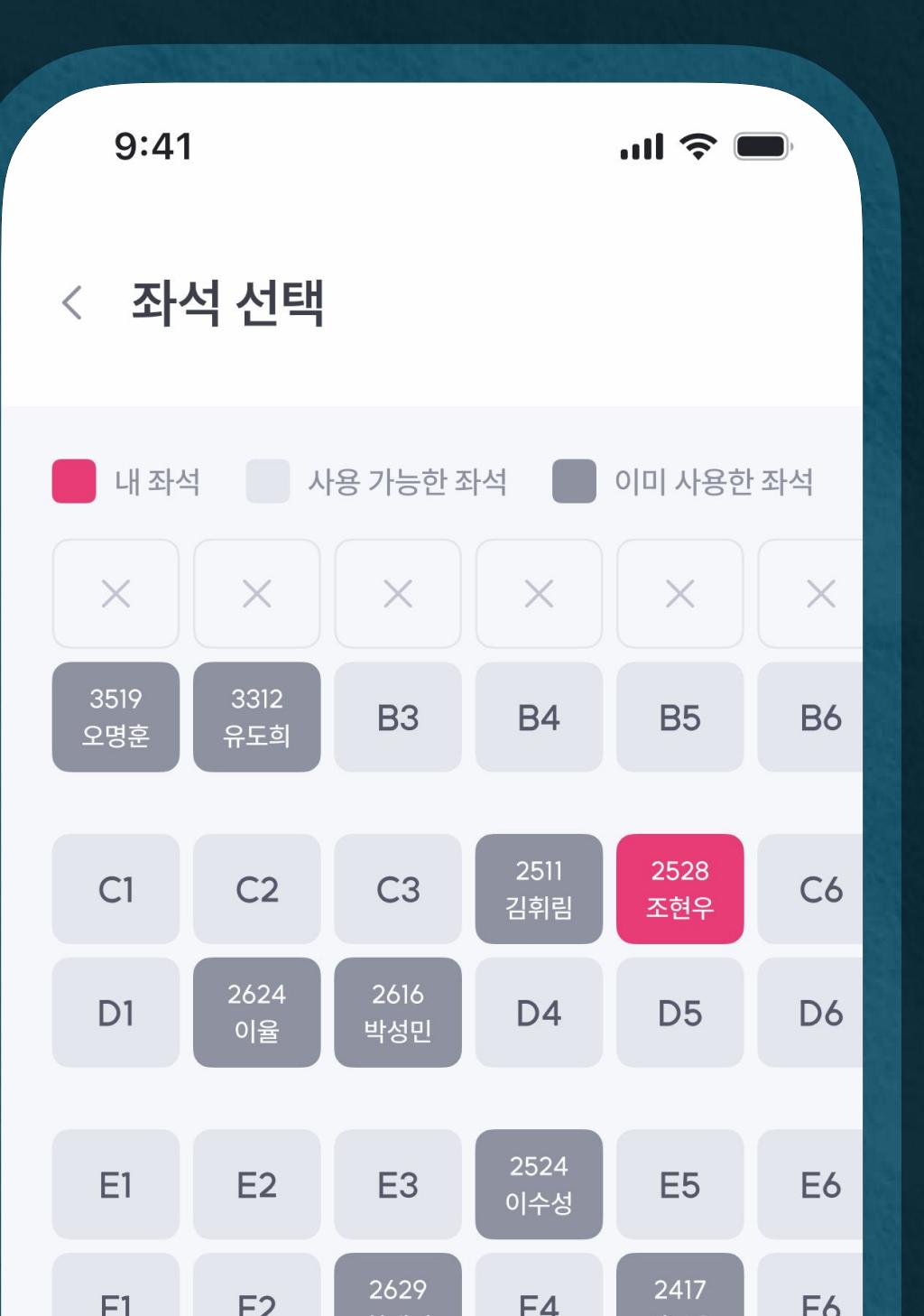
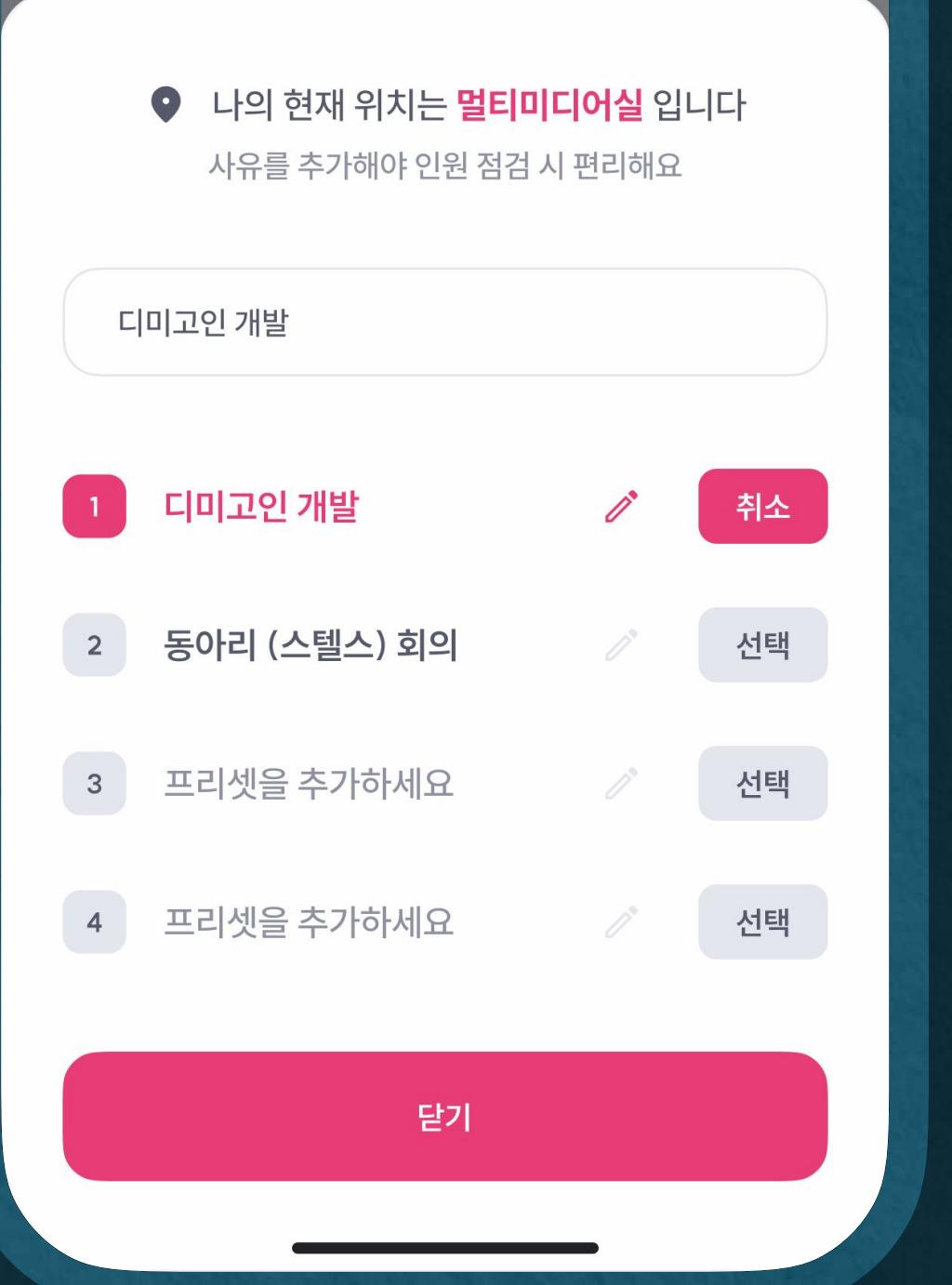
The school intranet, DIMIGOIN, offers a variety of features such as checking academic schedules and meal plans, reserving night self-study locations, and applying for dormitory stays and laundry services. DIMIGOIN is accessible not only through a mobile app but also via a web version and a back-office system used by teachers, making it convenient for all members of the school community to use.

Seongmin Park is in charge of frontend and app development. He focuses on making the user interface of DIMIGOIN more intuitive and efficient, and he is working on integrating the latest technologies to evolve DIMIGOIN into a more convenient and stable platform. He also continuously adds and improves new features by incorporating diverse user requirements.

DIMIGOIN is steadily enhancing its functions to help students manage their school life more conveniently. Moving forward, DIMIGOIN plans to keep adding new features to meet the various needs of students.

<https://dimigo.in>

dimigo-din



Projects

DIMIPAY



Yeom Dongyun - Frontend

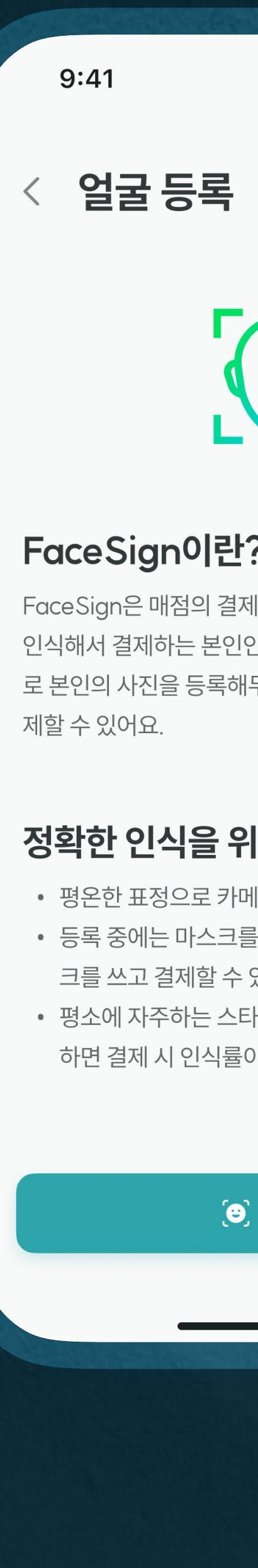
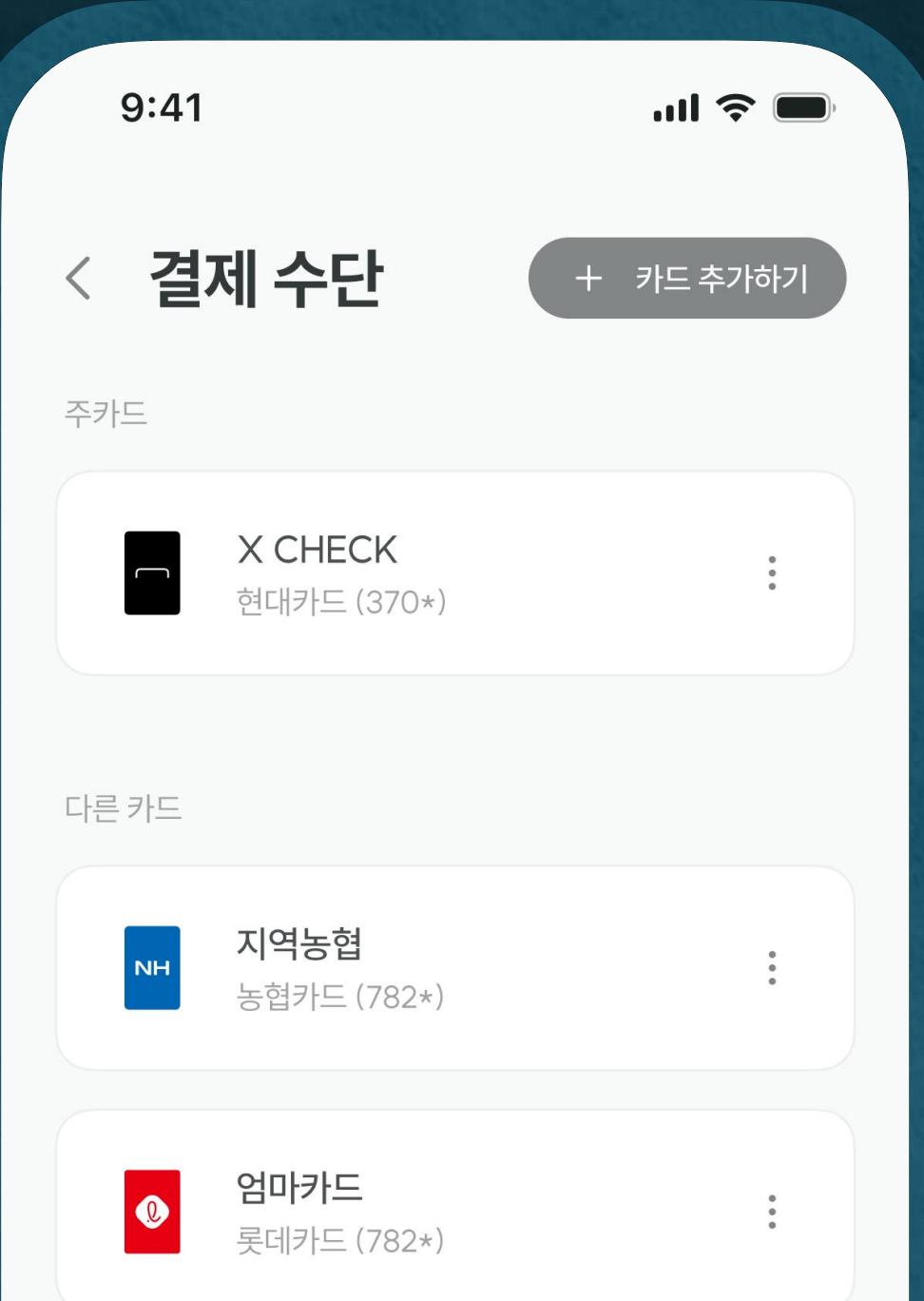
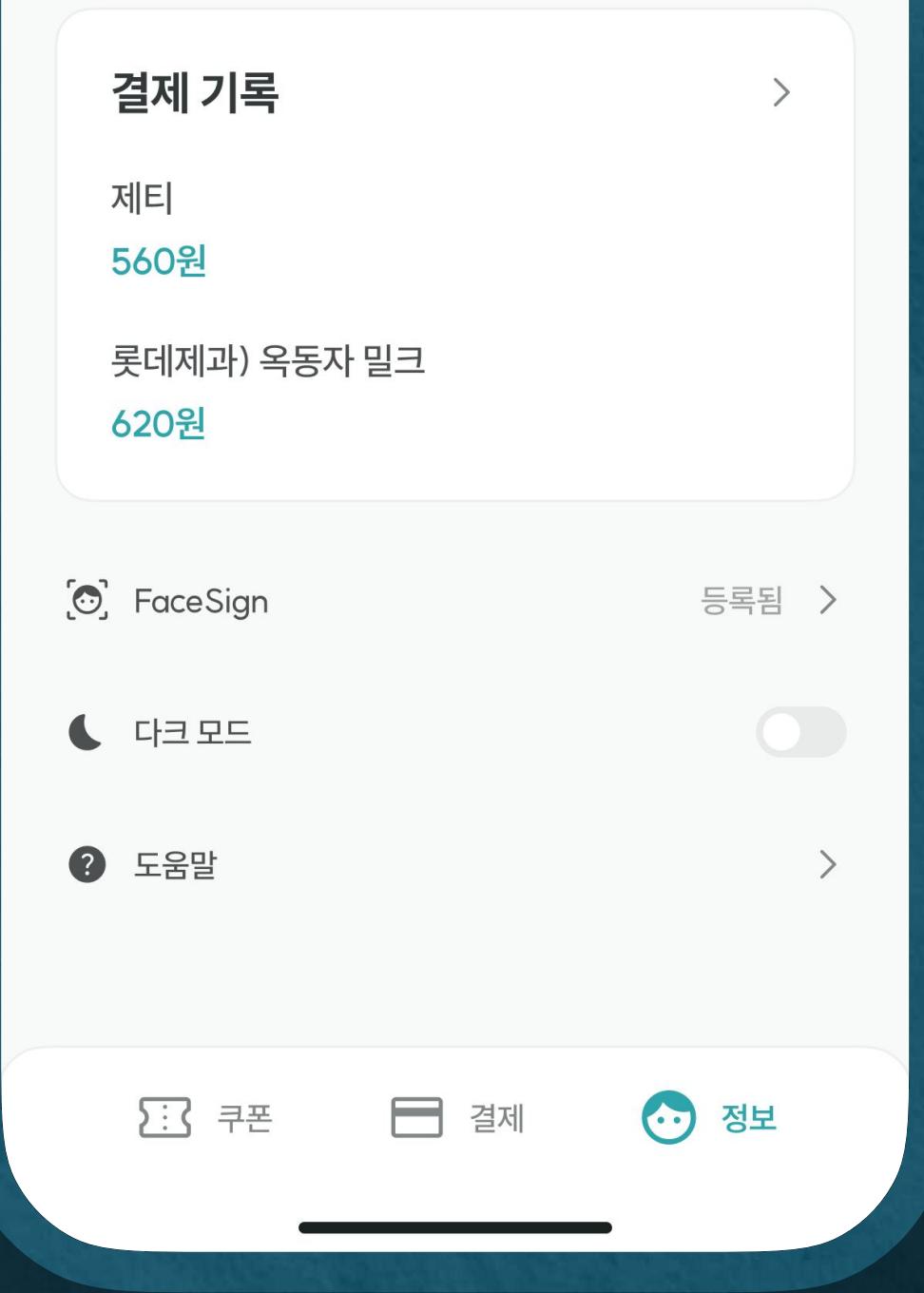
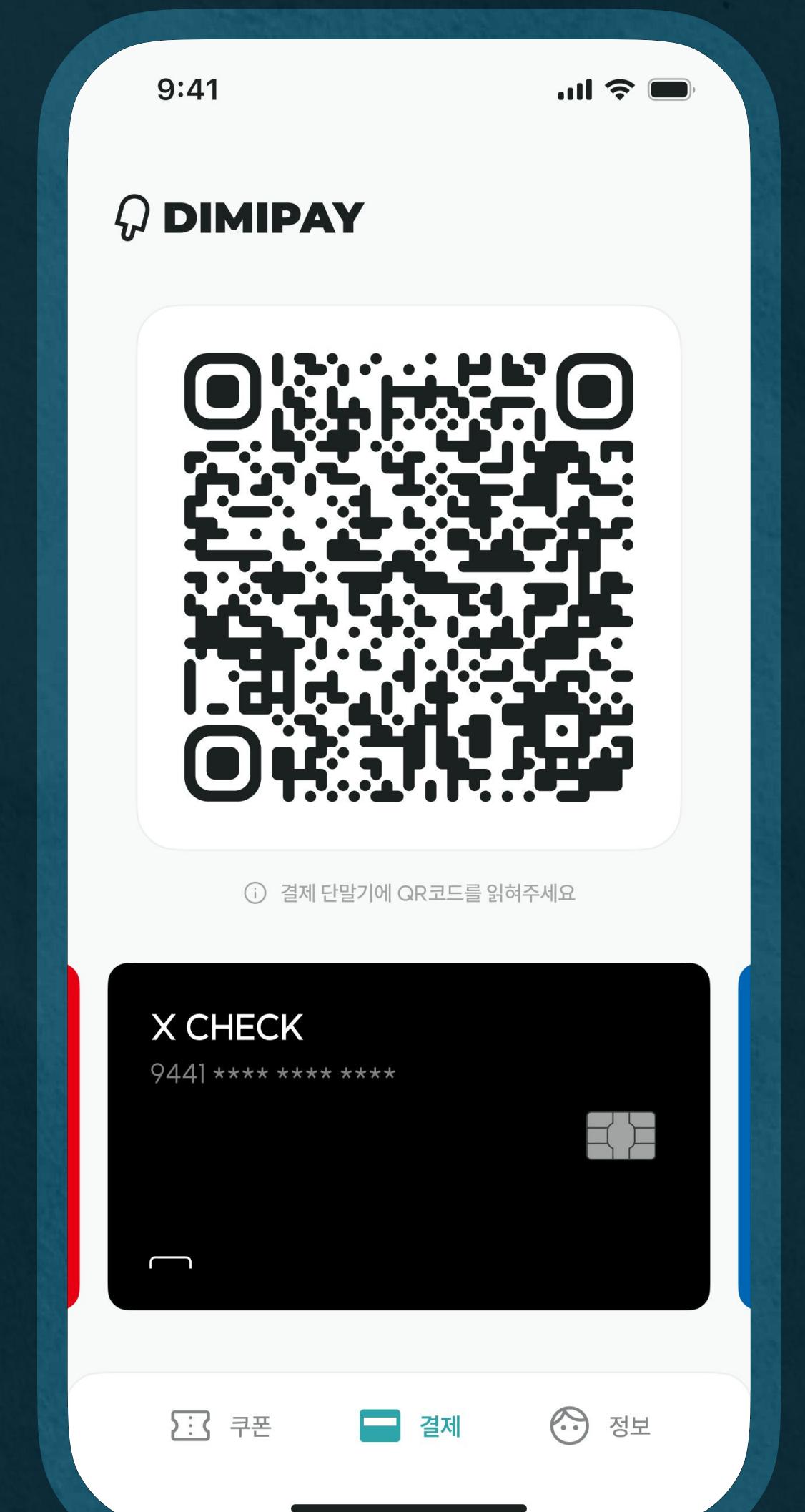
Dimipay, the unmanned payment platform used at the convenience store of Korea Digital Media High School, is a solution planned and developed by the students. Dimipay is a comprehensive solution that includes not only the payment app but also a POS system that recognizes products and approves payments, as well as an admin page that manages various information about the store's inventory and goods.

Users of Dimipay can pre-register their cards in the app and make payments using either a QR code or the FaceSign solution.

The Dimipay project was developed using Flutter for the app, React-based PWA for the POS system, and Prisma and Next.js for the full-stack web application of the admin page. Dongyun Yeom focused on developing the admin page based on Next.js and also implemented the logic related to integrating external terminals with the POS system.

<https://dimipay.io>

 dimipay



IntPass



Sihyun Baek - Designer

IntPass is a student ID service for students at Sunrin Internet High School. Previously, students needed a physical student ID to access services such as borrowing books or renting umbrellas in the student council room. This posed a problem as students couldn't use these services if they didn't have their ID with them.

To address this issue, the SunrinINT team developed a simple website known as IntPass. When I first designed IntPass, the goal was simplicity. I believed that too many unnecessary features could detract from the app's functionality, so I focused on launching it quickly with minimal features.

In the end, the team successfully completed development and launched the app within a week. We are now in the process of developing it further into a full-fledged app based on feedback received from users.



Projects

PLMA



Changwan Kang - PM

Jeonnam Science High School has enhanced its operational efficiency with systems like the "Unified Login" service, the "Merit and Demerit Point System," and the smart mobile phone locker. These systems have significantly reduced the workload for dormitory teachers.

The merit and demerit point system now uses a database-based web service, improving accuracy and efficiency. The unified login system, based on SSO (Single Sign-On), integrates multiple school systems for better user convenience. The smart mobile phone locker project has introduced an electronic scheduling system for efficient management.

These advanced systems have created a more efficient work environment and provided a more convenient school life for both staff and students.

<https://points.jshsus.kr>

The screenshot displays four main sections of the PLMA system:

- Top Left:** A sidebar menu with sections: 서비스 소개, 상벌점제 (selected), 상벌점 관리, 상벌점 현황, 상벌점 부여, 퇴사/표장 관리, 상벌점 기록, 사유 관리, and 상벌점 복원. It also includes 자동화 시스템: 스마트폰 보관함, 보관함 조작, 학교 관리, 전체 학생관리, and 교직원 관리.
- Top Right:** A table titled "전체 학생 상벌점 조회" showing student records. The columns are 학번, 학년, 반, 번호, 성명, 상점, 벌점, and 합계. Data rows include 1101 (고경민), 1102 (고하준), 1103 (곽도운), 1104 (구동준), 1105 (김아론), 1106 (김여정), 1107 (김주하), 1108 (김효준), and 1109 (문창주).
- Middle Left:** A sidebar menu with sections: 서비스 소개, 상벌점제 (selected), 상벌점 관리, 상벌점 현황, 상벌점 부여, 퇴사/표장 관리, 상벌점 기록, 사유 관리, and 상벌점 복원. It also includes 자동화 시스템: 스마트폰 보관함, 보관함 조작, 학교 관리, 전체 학생관리, and 교직원 관리.
- Middle Right:** A table titled "일괄 학생 무결성 검사" showing student records. The columns are 이름(학번), 기록 기준 합계, and 실제 합계. A note at the bottom says "무결성 검사를 실행하세요."
- Bottom Left:** A sidebar menu with sections: 서비스 소개, 상벌점제 (selected), 상벌점 현황, 상벌점 부여 (selected), 퇴사/표장 관리, 상벌점 기록, 사유 관리, and 상벌점 복원. It also includes 자동화 시스템: 스마트폰 보관함, 보관함 조작, 학교 관리, 전체 학생관리, and 교직원 관리.
- Bottom Right:** A form titled "일괄 학생 상벌점 부여" for entering points. It includes fields for 학번, 조건 없음, 반, 조건 없음, 번호, 조건 없음, and a section for "기준 설정" (with "사유 선택"). Below it is a table titled "발급할 상벌점 목록" with columns: 번호, 일자, 학년, 반, 번호, 성명(학번), 상점, 벌점, 처리후 합계, 사유코드, and 사유. A note at the bottom says "부여할 상벌점 카드가 아직 등록되지 않았습니다."