MINYOUNG KIM

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Personal page Google Scholar

RESEARCH INTERESTS

My research interests include **interactive geometric modeling**; solving geometry processing problems understanding visual perception and its application such as **virtual and augmented reality** by exploiting **3D computer vision** and **visualization**

EDUCATION

George Mason University   Fairfax, VA, USA
PH.D. Student in Computer Science   Aug 2021
Advisor: Professor Lap-Fai (Craig) Yu

Ewha Womans University   Seoul, South Korea
M.S. Student in Computer Science and Engineering (GPA: 3.8/4.0)   Mar 2019 - Feb 2021
Advisor: Professor Young J. Kim

Keimyung University   Daegu, South Korea
B.E. in Game and Mobile Engineering (GPA: 3.59/4.0)   Mar 2012 - Feb 2017

PUBLICATIONS

International Conference

Minyoung Kim, Young J. Kim, "Haptic Interfaces for Tangible Digital Painting in VR", Pacific Graphics, Oct 2019 (extended abstract) *Poster* [Project Page] [Poster] [Abstract]

Minyoung Kim, Young J. Kim, "Facial Geometry Synthesis using Locally Weighted Autoencoder" (Submitted)

Domestic Journal

Minyoung Kim, Young J. Kim, "3D Surface Painting in VR using Force Feedback", Journal of the Korea Computer Graphics Society, 26(2), Jun 2020 [Project Page] [Paper]

Domestic Conference

Minyoung Kim, Young J. Kim, "Haptic Interfaces for Tangible Digital Painting in VR", Korea Computer Graphics Society, Jul 2019 (extended abstract) *Oral Presentation*

AWARDS

Best Paper Award, Korea Computer Graphics Society (KCGS)   2019

RESEARCH EXPERIENCE

Ewha Womans University   Seoul, South Korea
Research Intern *(Advisor: Professor Young J. Kim)*   Jan 2019 - Feb 2019
Project - "Haptic Painting in VR"

- Surveyed related works for interactive modeling and virtual reality painting
- Prototyped haptic system providing force-feedback and collision detection between virtual objects and user interaction

Keimyung University   Daegu, South Korea
Undergraduate Researcher *(Advisor: Professor Yunsik Sung)*   Oct 2015 - Nov 2015
Project - "Cardiopulmonary resuscitation training platform using 3D interactive interface"
- Worked on immersive simulation system with Head Mount Device(HMD)
- Implemented realistic virtual environments and animations under Unity 5, using Oculus-rift DK2

WORK EXPERIENCE

Nova Mobile System   Carlsbad, CA, USA
Junior Mobile Programmar Intern - "Nova Mobile App"   May 2017 - Apr 2018
- Worked on Cross-Platform mobile application serving GPS service
- Implemented custom renderer for mobile platform and Microsoft Xamarin forms in C#

Qualcomm Institute   San Diego, CA, USA
Student Intern - "Health-Related IoT Tracking Project"   Jan 2016 - Feb 2016
- Worked on web server and pages handled data transporting from Android to server
- Implemented web server using PHP and MySQL and website using HTML, CSS, and JavaScript

SCHOLARSHIP

Research Assistant (Full tuition), Ewha Womans University	Sep 2019
1st Excellent Record Scholarship (Full tuition), Keimyung University	Mar 2014
2nd Excellent Record Scholarship, Keimyung University	Mar 2013, Sep 2013, Sep 2015, Mar 2016
3rd Excellent Record Scholarship, Keimyung University	Sep 2012, Sep 2014

TEACHING

Computer Graphics, Ewha Womens University   Seoul, South Korea
Teaching Assistant   Fall 2020
- Covered Basic computer graphics concept and OpenGL 3.3 programming
- Assessed assignments and provided feedback to students for inquires

JAVA Programming, Keimyung University   Daegu, South Korea
Teaching Assistant   Fall 2015
- Covered basic JAVA language and programming
- Assessed assignments and provided feedback to students for final projects

EXTRA-CURRICULAR

WEST(Work, English Study, Travel) Program   Los Angeles, CA, USA
National Institute for International education of South Korea   Jan 2017 - Apr 2018
- Participated government-funded overseas exchange program run by Korean Ministry of Education
- Completed internship in Nova Mobile System at Carlsbad, CA

Eco-Energy Game-making Coding Camp   Daegu, South Korea
Daesung Energy   Aug 2013
- Instructed children to make and design game
- Implemented game system using Xcode and edited 2D graphics using Adobe Photoshop

TECHNICAL SKILLS

Programming Languages	C, C++, C#, Python, JAVA, LaTeX
Graphics	OpenGL, MeshLab, Blender, Unity 5, Unreal Engine 4
Machine learning	PyTorch
Other	Git, Docker, Arduino, Xamarine