MINYOUNG KIM

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EDUCATION

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

Ewha Womans University   Seoul, South Korea
M.S. in Computer Science and Engineering   Mar 2019 - Feb 2021
Advisor: Professor Young J. Kim

Keimyung University   Daegu, South Korea
B.E. in Game and Mobile Engineering   Mar 2012 - Feb 2017

PUBLICATIONS

International Conference

"Dragon's Path: Synthesizing User-Centered Flying Creature Animation Paths for Outdoor Augmented Reality Experiences"
Minyoung Kim, Rawan Alghofaili, Changyang Li, Lap-Fai Yu, Conference Paper, ACM SIGGRAPH, 2024 [Project Page] [Paper] (*Conditionally Accepted*)

"Location-Aware Adaptation of Augmented Reality Narratives"
Wanwan Li*, Changyang Li*, **Minyoung Kim**, Haikun Huang, Lap-Fai Yu, Proceedings of the ACM Conference on Human Factors in Computing Systems (CHI 2023), Apr 2023 [Project Page] [Paper]
* indicates equal contribution

"Synthesizing Human Faces using Latent Space Factorization and Local Weights",
Minyoung Kim, Young J. Kim, In Computer Graphics International Conference (pp. 398-405). Springer, Cham, Oct 2021 [Project Page] [Paper]

Domestic Journal

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

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

Qualcomm Institute   San Diego, CA, USA
Student Intern - "Health-Related IoT Tracking Project"   Jan 2016 - Feb 2016

TEACHING

Computer Graphics (CS451), George Mason University
Spring 2024   Fairfax, VA, USA

Low-level Programming (CS262), George Mason University
Fall 2021, Spring 2022, Fall 2022, Spring 2023, Fall 2023   Fairfax, VA, USA

Computer Graphics, Ewha Womens University   Seoul, South Korea

JAVA Programming, Keimyung University   Daegu, South Korea