Bong-gu Kang

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Education

Jeonbuk National University

Jeonju, South Korea

Bachelor of Computer Science and Engineering

Feb. 2025 (Expected)

• Major GPA 4.35/4.50; Cumulative GPA 4.16/4.50 ≧

Projects

Dormitory Roommate Matching Platform for Mobile

Roomie 🗘

Ian. 2023 - Feb. 2024

- Implemented an algorithm for recommending users based on behavior similarity using contentbased filtering and served as the front-end development lead
- Deployed to both <u>iOS</u> and <u>Android</u> marketplaces
- Technologies used: Dart, Flutter, Firebase

Dormitory Roommate Matching Platform for Windows

FindRoommate • Mar. 2022 – Jun. 2022

- Led front-end and chat server development, including refactoring using the MVVM design pattern
- Technologies used: C#, WPF

Wheelchair Tennis Game Compatible with a VR Environment

Wheelchair Tennis $VR \equiv$

Mar. 2024 - Jun. 2024

- Implemented wheelchair movement, racket-ball interaction, and considerations of motion sickness theory
- Technologies used: C#, Unity, Meta Quest 2

Routing Application Based on Streetscape Sentiment Scores, in Collaboration with LX

GaroBonneung

Mar. 2024 - Jun. 2024

- Managed inference of the Streetscape Image Score Model (A human machine adversarial scoring framework for urban perception assessment using street view images)
- Integrated predicted scores into the routing algorithm
- Technologies used: Python, PyTorch, JavaScript, Lua

Application for Generating Images of the Animation *Black Rubber Shoes*

BlackRubberShoes 🗘

Sep. 2023 - Dec. 2023

- Led training and inference of the Image Generative Model (U-GAT-IT)
- Architected and deployed instance servers using AWS Elastic Load Balancing, AWS Auto Scaling and AWS Elastic File System
- Technologies used: Python, PyTorch, AWS, Flask, Locust

Experience

Visual Computing Lab. O

Jeonju, South Korea

Undergraduate Internship (Advisor: Prof. Hyung-ki Kim)

Sep. 2022 - Dec. 2023

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- Level Of Detail Optimization Research Sep. 2023 - Dec. 2023
- P&ID Symbol Detection and Text Recognition Research •

Sep. 2022 - Dec. 2023

Publications

International Journal

Jun-hyung Byun, Bong-gu Kang, Du-hwan Mun, Gwang Lee & Hyung-ki Kim (2024). Optimizing Image Format P&ID Recognition: Integrating Symbol and Text Recognition with a Single Backbone Architecture. Computers in Industry, Under Review

Domestic Journal

Dong-won Jeong, Bong-gu Kang, Soon-jo Kwon, & Hyung-ki Kim (2023). Backpropagation-Based Optimization Method for Quality Improvement of Simplified Meshes. Korean Journal of Computational Design and Engineering, 28(4), 398-407, 10.7315/CDE.2023.398 ■

Additional

ALPS (Algorithm & Programming Study Group) O	Jeonju, South Korea
Study Group	Mar. 2019 – Present
Vice President	Mar. 2023 – Dec. 2023

Awards

•	JBNUPC 2024, 5th Prize	Oct. 2024
•	7th SW Programming Competition 2024 (Jeolla-Jeju), 2nd Prize 🗎	Oct. 2024
•	AngelHack Hackseoul Hackathon 2024, Finalist 🖸	Aug. 2024
•	JBNU SW Univ. AI Online Competition 2024, 2nd Prize 🗎	Jun. 2024
•	JBNU SW Univ. Capstone Design Competition 2024, 3 rd Prize 🗎	Jun. 2024
•	JBNU CSAI Software Creation Competition 2023, 3rd Prize 🗎	Dec. 2023
•	JBNU CSE Software Creation Competition 2022, 3 rd Prize	Dec. 2022

Languages: Korean (Native); English (Conversational; TOEIC Speaking IH, Jul. 2024 ▶)

Certifications: Engineer Information Processing, Sep. 2024

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