

PAUL HYUNJIN KIM

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EDUCATION

The Ohio State University, Columbus, OH August 2019

Doctor of Philosophy (Advisor: Roger Crawfis)

Department of Computer Science and Engineering

Research Area: Procedural Content Generation for Games, Maze Generation, Spanning Tree Enumeration

Korea Advanced Institute of Science and Technology August 2011

Daejeon, Republic of Korea

Master of Science (Advisor: Junyong Noh)

Graduate School of Culture Technology

Research Area: Computer Animation, Facial Animation

Korea University, Seoul, Republic of Korea February 2009

Bachelor of Science

School of Mechanical Engineering

WORK EXPERIENCE

School of Communication, The Ohio State University June 2015 - August 2015

Graduate Research Associate

Involved in a project of school of communication to create a game using Microsoft KinectOne in Unity3D.

Korean Broadcasting System April 2010 - June 2010

Technology Assistant

Involved in a project of creating virtual ravens in the popular Korean drama Grudge: The Revolt of Guimiho using particle system.

AWARD

2019 Annual Student Research Poster Exhibition March 2019

Honorable Mention, The Ohio State University

2018 Annual Student Research Poster Exhibition March 2018

Honorable Mention, The Ohio State University

Microsoft Azure Research Award February 2018

\$5,000 Microsoft Azure sponsorship

TEACHING EXPERIENCE

The Ohio State University

CSE3541, Instructor, The Ohio State University

Autumn 2018 - Spring 2019

Computer Game and Animation Techniques

CSE1112, Instructor

Autumn 2016

Introduction to Computer-Assisted Problem Solving for Construction Systems Management

CSE5542, Grader,

Autumn 2015

Real Time Rendering

CSE3341, Grader,
Principles of Programming Languages

Autumn 2015

CSE2111, Lab Instructor,
Modeling and Problem Solving with Spreadsheets and Databases

Autumn 2014 - Spring 2015, Spring 2016, Spring 2017

Alzio Online Institute

Online Course "Maya 2011: character rigging", Online Lecturer

April 2011

PUBLICATION

Paul Hyunjin Kim, *Intelligent Maze Generation*, Ph.D. Thesis 2019

Paul Hyunjin Kim, Jacob Grove, Skylar Wurster, and Roger Crawfis, *Design-Centric Maze Generation*, The 10th Workshop on Procedural Content Generation 2019

Paul Hyunjin Kim and Roger Crawfis, *Intelligent Maze Generation based on Topological Constraints*, 7th International Congress on Advanced Applied Informatics 2018

Paul Hyunjin Kim and Roger Crawfis, *The Quest for the Perfect-Perfect Maze*, Computer Games: AI, Animation, Mobile, Multimedia, Educational and Serious Games (CGAMES) 2015

Paul Hyunjin Kim, Yeongho Seol, Jaewon Song, and Junyong Noh, *Facial Retargeting by Adding Supplemental Blendshapes*, Pacific Graphics 2011, Short Papers

Yeongho Seol, Jaewoo Seo, **Paul Hyunjin Kim**, J.P.Lewis, and Junyong Noh, *Artist Friendly Facial Animation Retargeting*, ACM SIGGRAPH ASIA 2011

Yeongho Seol, Jaewoo Seo, **Paul Hyunjin Kim**, J.P.Lewis, and Junyong Noh, *Weighted Pose Space Editing for Facial Animation*, Journal: Visual Computer, 2011

Yeongho Seol, Jaewoo Seo, **Paul Hyunjin Kim**, J.P.Lewis, and Junyong Noh, *Pose Space Editing of Blendshape Based Facial Animation*, Computer Graphics International Workshop 2011

ADDITIONAL INFORMATION

Skills: C#, Unity 3D, C/C++, OpenGL, Java, Matlab, Python, Qt, Maya, Objective-C