

PAUL HYUNJIN KIM

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<https://salbur.github.io/>

EDUCATION

- Computer Science and Engineering, The Ohio State University, Columbus, OH** August 2019
- Doctor of Philosophy in Department of Computer Science and Engineering
 - *Advisor:* Roger Crawfis
 - *Research Area:* Maze Generation, Procedurally Content Generation for Games, Spanning Tree Enumeration
- Graduate School of Culture Technology, Korea Advanced Institute of Science and Technology, Daejeon, Korea**
- Master of Science in Graduate School of Culture Technology August 2011
 - *Thesis Advisor:* Junyong Noh
 - *Research Area:* Facial Animation
- College of Engineering, Korea University, Seoul, Korea** February 2009
- Bachelor of Science in School of Mechanical Engineering

TEACHING EXPERIENCE

- The Ohio State University, Instructor** Autumn 2018-Spring 2019
- **CSE 3541:** Computer Game and Animation Techniques
- The Ohio State University, Instructor** Autumn 2016
- **CSE 1112:** Introduction to Computer-Assisted Problem Solving for Construction Systems Management
- The Ohio State University, Graduate Teaching Associate** Autumn 2015
- **CSE 5542:** Real Time Rendering
 - **CSE 3341:** Principles of Programming Languages
- The Ohio State University, Graduate Teaching Associate** Autumn 2014 – Spring 2015, Spring 2016, Spring 2017
- **CSE 2111:** Modeling and Problem Solving with Spreadsheets and Databases
- ALZIO Online Institute, Online Lecturer** April 2011
- Online Course “Maya 2011: character rigging”

WORK EXPERIENCE

- School of Communication, The Ohio State University, Graduate Research Associate** June 2015 - August 2015
- Involved in a project of school of communication to create a game using Microsoft Kinect one in Unity3D.
- Korean Broadcasting System, Technology Assistant** April 2010 - June 2010
- 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 at The Ohio State University March 2019
 - Honorable Mention
- 2018 Annual Student Research Poster Exhibition at The Ohio State University March 2018
 - Honorable Mention
- Microsoft Azure Research Award February 2018
 - \$5,000 Microsoft Azure sponsorship

PUBLICATIONS

- 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