PAUL HYUNJIN KIM

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EDUCATION

Computer Science and Engineering, The Ohio State University, Columbus**,** OH   September 2011 – current

- PhD student in Department of Computer Science and Engineering
- *Advisor*: Roger Crawfis
- *Research Area*: Maze Generation, Procedurally Content Generation for Games

Graduate School of Culture and 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.

PUBLICATIONS

- 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++, Objective-C, OpenGL, Java, Matlab, Python, Qt, Maya