

PAUL HYUNJIN KIM

430 Edinburgh Rd, Dublin, OH, 43017
(+1)614.586.3240 ◊ kim.3983@osu.edu ◊ <https://salbur.github.io/>

EDUCATION

The Ohio State University, Columbus, OH Doctor of Philosophy in Computer Science and Engineering Dissertation: Intelligent Maze Generation Dissertation Committee: Roger Crawfis (advisor), Matthew Lewis, Jian Chen	2019
Korea Advanced Institute of Science and Technology Daejeon, Republic of Korea Master of Science in Culture Technology Thesis: Facial Retargeting by Adding Supplemental Blendshapes Advisor: Junyong Noh	2011
Korea University, Seoul, Republic of Korea Bachelor of Science in Mechanical Engineering	2009

RESEARCH INTERESTS

Procedural Content Generation for Games
Maze Generation
Spanning Tree Enumeration
Computer Animation
Facial Animation
Educational Gaming

WORK EXPERIENCE

Computer Science and Engineering, The Ohio State University <i>Senior Lecturer</i> Taught two courses “Data Structures using Java” and “Computer Game and Animation Techniques” in Spring 2020 semester.	Summer 2015
School of Communication, The Ohio State University <i>Graduate Research Associate</i> Worked with a team of 2, created a game using Microsoft KinectOne in Unity3D.	Summer 2015
Korean Broadcasting System <i>Technology Assistant</i> Created virtual ravens in the popular Korean drama Grudge: The Revolt of Guimiho using particle system.	April 2010 - June 2010

RESEARCH GRANTS

Microsoft Azure Research Award \$5,000 Microsoft Azure sponsorship	2018
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AWARDS

2019 Annual Student Research Poster Exhibition

2019

Honorable Mention, The Ohio State University

2018 Annual Student Research Poster Exhibition

2018

Honorable Mention, The Ohio State University

TEACHING EXPERIENCE

The Ohio State University*Instructor*

CSE2123, "Data Structures using Java" (SP 2020)

CSE3541, "Computer Game and Animation Techniques" (SP 2020, SP 2019, AU 2018)

CSE1112, "Introduction to Computer-Assisted Problem Solving for Construction Systems Management" (AU 2016)

Grader

CSE5542, "Real Time Rendering" (AU 2015)

CSE3341, "Principles of Programming Languages" (AU 2015)

Lab Instructor

CSE2111, "Modeling and Problem Solving with Spreadsheets and Databases" (SP 2017, SP 2016, SP 2015, AU 2014)

Alzio Online Institute*Online Lecturer*

"Maya 2011: character rigging" (April 2011)

PUBLICATION

Paul Hyunjin Kim, Jacob Grove, Skylar Wurster, and Roger Crawfis. 2019. "Design-Centric Maze Generation", In *The 10th Workshop on Procedural Content Generation*, San Luis Obispo, CA, August 2019.

Paul Hyunjin Kim and Roger Crawfis, "Intelligent Maze Generation based on Topological Constraints", In *7th International Congress on Advanced Applied Informatics (IIAI-AAI)*, Yonago, Japan, July 2018, pp. 867-872.

Paul Hyunjin Kim and Roger Crawfis, "The Quest for the Perfect-Perfect Maze", In *Computer Games: AI, Animation, Mobile, Multimedia, Educational and Serious Games (CGAMES)*, Louisville, KY, July 2015, pp. 65-72.

Yeongho Seol, Jaewoo Seo, **Paul Hyunjin Kim**, J.P.Lewis, and Junyong Noh, "Weighted Pose Space Editing for Facial Animation", *The Visual Computer: International Journal of Computer Graphics*, Volume 28 Issue 3, March 2012, Pages 319-327.

Paul Hyunjin Kim, Yeongho Seol, Jaewon Song, and Junyong Noh, "Facial Retargeting by Adding Supplemental Blendshapes", In *Pacific Graphics 2011*, Short Papers, Kaohsiung, Taiwan, September 2011.

Yeongho Seol, Jaewoo Seo, **Paul Hyunjin Kim**, J.P.Lewis, and Junyong Noh, 2011. "Artist Friendly Facial Animation Retargeting", *ACM Transactions on Graphics (TOG)*, Volume 30 Issue 6, December 2011, Article 162.

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

ADDITIONAL INFORMATION

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