PAUL HYUNJIN KIM

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EDUCATION

The Ohio State University, Columbus, OH 2019
Doctor of Philosophy in Computer Science and Engineering
Dissertation: Intelligent Maze Generation
Dissertation Committee: Roger Crawfis (advisor), Matthew Lewis, Jian Chen

Korea Advanced Institute of Science and Technology 2011
Daejeon, Republic of Korea
Master of Science in Culture Technology
Thesis: Facial Retargeting by Adding Supplemental Blendshapes
Advisor: Junyong Noh

Korea University, Seoul, Republic of Korea 2009
Bachelor of Science in Mechanical Engineering

RESEARCH INTERESTS

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

WORK EXPERIENCE

Computer Science, Bridgewater State University September 2020 - Current
Assistant Professor

Computer Science and Engineering, The Ohio State University Spring 2020
Senior Lecturer
Taught two courses "Data Structures using Java" and "Computer Game and Animation Techniques" in Spring 2020 semester.

School of Communication, The Ohio State University Summer 2015
Graduate Research Associate
Worked with a team of 2, created a game using Microsoft KinectOne in Unity3D.

Korean Broadcasting System April 2010 - June 2010
Technology Assistant
Created virtual ravens in the popular Korean drama Grudge: The Revolt of Guimiho using particle system.

RESEARCH GRANTS

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

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

Bridgewater State University
Assistant Professor
COMP340, "Organization of Programming Languages" (SP 2021)
COMP151, "Computer Science 1" (AU 2020)

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.

Hyosun Oh, Haemin Lee, **Paul Hyunjin Kim**, Seongjun Kim, "A Study on User Interface for Hybrid Board Game using Tangible Tracking System and Information on Social Media", In *Korean HCI Conference* 2009.

ADDITIONAL INFORMATION

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