Hwang In Tak

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RESEARCH INTERESTS

Mathematical Cryptography

EDUCATION

Sangsan High School 2015 — 2017

DGIST

B.S. in School of Undergraduate Studies

CPA: 4.00/4.3

UC Berkeley 2018 Summer

Summer Sessions, in part of DGIST Freshmen Global Leadership Program (FGLP)

HONORS AND SCHOLARSHIPS

DGIST Dean's List 2020

CTF Security Competitions	2020 — Present
DEF CON CTF 2020	Finalist
TokyoWesterns CTF 2020 Finals	3rd place
Midnight Sun CTF 2020 Finals	7th place
Real World CTF 2020/2021 (Media Coverage)	1st place
PlaidCTF 2021	5th place
DEF CON CTF 2021	Finalist
WhiteHat Contest 2021	3rd place
SSTF Hacker's Playground	5th place

RESEARCH EXPERIENCE

NIMS Academy for Industrial Mathematics

2019.08.

I studied text-based modeling and big data mining, along with its use in industrial mathematics.

DGIST Computer Architecture and Systems Lab (CASLAB)

2019.06. - 2019.08.

Mentors: Prof. Dae Hoon Kim (DGIST)

During intership, I studied various CPU Side Channel Attacks, such as Flush+Reload and Row Hammering.

DGIST Division of Intelligent Robotics

2020.06. - 2020.08.

Mentors: Dr. Sang Chul Lee (DGIST)

During internship, I studied algorithms for solving localization problems, i.e. determining the

local position of autonomous robots.

DGIST Undergraduate Group Research Program (UGRP)

2020

Mentors: Prof. Hyo Sang Kang (DGIST)

I participated in two research teams as a part of UGRP. The topics were *Developing Games with Multiple Genres* and *Designing Surface Code with Uniform Hyperbolic Tiling*.

For the former, I developed several games using Godot Engine. For the latter, I studied Quantum Error Correction, Hyperbolic Geometry and developed Uniform Hyperbolic Tiling Generator using Python.

DGIST Information and Intelligence Lab (IIL)

2022.01. - 2022.06.

Mentors: Prof. Yong June Kim (DGIST)

During intership, I studied Privacy–Preserving Machine Learning(PPML) and Homomorphic Encryption.

SNU Cryptography & Privacy Lab

2022.07 - 2022.08

Mentors: Prof. Yong Soo Song (SNU)

During Intership, I studied Homomorphic Encryption and its optimization.

TEACHING EXPERIENCE

Tutor at DGIST

SE102 Multivariate Calculus	2019 Fall
SE201 Linear Algebra	2020 Spring

Teaching Assistant at KAIST PRE-URP

Making a Quantum Error Correction Game	2020.12. — 2021.02.
Drawing Escherian Image Using Hyperbolic Tiling	2021.06. — 2021.08.
Decrypting RSA using Shor's Algorithm	2021.12 2022.02.

Seminars at DGIST Clubs

Solving Integer Problems Using Lattices	2021.11.
A Short Introduction to Approximation Theory	2022.04.
Game Development Using Godot Engine	2022.05.

SKILLS

Languages

Korean (native), English (fluent)

Programming Languages

Python (SageMath), Go, LTEX, GDScript

OTHER ACTIVITIES

Translator of elementaryOS

2018 — Present

I translated Several Parts of elementaryOS, most notably the main website, elementary.io.

Member of CTF Team CodeRed

2020 — Present

I participate in CTF competitions from time to time, mostly solving crypto challenges.

Developer & Writer of Team Invertible

2020 — Present

I am actively working on INVERTIBLE, a sokoban puzzle game. We recently ran our first closed beta test. We are planning to release the game on Steam in 2023.

President of DGIST Math Club

2021 — Present

I founded DGIST Math Club in 2021. We hold seminars and meetings on a regular basis.

OTHER INTERESTS

I love watching films. I wrote and directed two short films in college, and I still write screenplays as a hobby!