Hwang In Tak

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Research Interests

Mathematical Cryptography

Education

Sangsan High School 2015 — 2017

DGIST 2018 — Present
B.S. in School of Undergraduate Studies GPA: 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. I participated in a research about accelerating algorithms over Homomoprhic Encryption, and encryption itself.

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.
Introduction to Homomorphic Encryption	2022.10.

Skills

Languages
Korean (native), English (fluent)

Programming Languages
Python (SageMath), Go, LaTeX, 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!