

Research Interests	<ul style="list-style-type: none">● Computer Graphics (Physics Simulation, GPU Programming, Virtual Reality, Human-Computer Interaction)● Machine Learning
Education	<div><div>Hallym University, Chuncheon, South Korea</div><div>Mar. 2012 - Feb. 2014</div><ul style="list-style-type: none">● Master of Engineering in computer engineering● Advisor: Prof. Dr. Chang Geun Song● Thesis title: <i>GP-GPU based Smoothed Particle Hydrodynamic Fluid Simulation</i>● GPA: 4.38/4.5</div> <div><div>Hallym University, Chuncheon, South Korea</div><div>Mar. 2010 - Feb. 2012</div><ul style="list-style-type: none">● Bachelor of Engineering in computer engineering, with title “Outstanding Graduates”● Yantai University - Hallym University Joint Program (3+2)● GPA: 4.27/4.5; Rank: 2/71</div>
Working Experience	<div><div>Weifang Maternity and Child Care Hospital, China</div><div>May. 2014 - present</div><ul style="list-style-type: none">● Department: Information Management Section● Title: Software Engineer</div>
Teaching Experience (TA)	<div><div>Computer Graphics</div><div>Spring Semester 2013</div></div> <div><div>Smartphone Programming (iOS)</div><div></div></div> <div><div>Game Programming (DirectX 11)</div><div>Autumn Semester 2012</div></div> <div><div>Smartphone Programming (iOS)</div><div></div></div> <div><div>Computer Programming (Java)</div><div>Spring Semester 2012</div></div> <div><div>Data Structure</div><div></div></div>
Honors and Awards	<div><div>Teaching Assistant Scholarship, Hallym University</div><div>2012-2013</div></div> <div><div>Outstanding Graduates, Hallym University</div><div>2012</div></div> <div><div>Outstanding Performance Scholarship, Hallym University</div><div>2010, 2011</div></div>
Skills and Interests	<div>Professional Skills</div> <div>C/C++, Matlab, Java, JavaScript, OpenGL, CUDA, OpenCV, Unity3D</div> <div>Language</div> <div>Mandarin(native), Korean(fluent), English(literacy)</div> <div>Interests</div> <div>Soccer, Backpacking, History</div>
Publications	<ul style="list-style-type: none">● Zongsheng Wang (2013). GP-GPU based Smoothed Particle Hydrodynamic Fluid Simulation, Master Thesis.● Zongsheng Wang, Ji-Hoon Choi, Youngwoong Ko, Chang Geun Song, “Using a Smart Phone as input device for PC“, The 2012 international Workshop on Advanced Image Technology (IWAIT) 2012 Proceedings, p 824-828, Ho Chi Minh City University of Technology and Faculty of Electrical and Electronics Engineering, Ho Chi Minh City, Vietnam, Jan 9-10, 2012.

- **Zongsheng Wang**, Jin-Han Kim, Jun-Il Park, Sun-Jeong Kim, Chang Geun Song, "Implementation of Unity3D and Kinect Based Gesture Recognition Application", HCI 2013 Proceeding, pp659-662, High One Resort, Gangwon, Korea, Jan 30-Feb 1, 2013 (in Korean)
- **Zongsheng Wang**, JinHan Kim, SunJeong Kim, ChangGeun Song, "Archery Application in Virtual Environment", KCC2013 Conference, p182-184, Sangji University, Wonju, Korea, Jun 15, 2013 (in Korean)
- Jin-Han Kim, Jun-Il Park, **Zongsheng Wang**, Sun-Jeong Kim, Chang Geun Song, "Image Segmentation System Using 3D Histogram", Proceedings of the 39th KIISE Fall Conference(C), p194-196, Chungnam National University, Daejeon Metropolitan City, Korea, Nov 23-24, 2012 (in Korean)
- Jun-Il Park, Jin-Han Kim, **Zongsheng Wang**, Sun-Jeong Kim, Chang Geun Song, "An Alternative Proposal Open Weather Information by Using JSON API", Proceedings of the 39th KIISE Fall Conference(D), p102-104, Chungnam National University, Daejeon Metropolitan City, Korea, Nov 23-24, 2012 (in Korean)

References

Chang Geun Song, Professor, Hallym University
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