## **Keonhee Park**

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\* Last updated in january 2021



## **Education**

2019 ~ 2021 M.S. in Computer Software, Hanyang University, Korea

2013 ~ 2019 B.S. in Multimedia Engineering, Sungkyul University, Korea *Magna Cum Laude, GPA : 3.92/4.50* 

## **Grants**

- Fall 2020, Staff Assistant Scholarship, HCI Lab, Hanyang University
- Fall 2018, Academic Excellence Scholarship, Sungkyul University
- Spring 2018, Academic Excellence Scholarship, Sungkyul University
- Spring 2017, Academic Excellence Scholarship, Sungkyul University

### Skills

#### - SPSS Statistics

Correlation, T-test, ANOVA and Post Hoc

#### - 3D Modeling

3D Photogrammetry (Photoscan) and 3Ds Max

### - Augmented Reality

AR with Unity3D (Vuforia) and Marker & Markerless

#### - Unity3D

C# Scripting, 2D & 3D Games, Unity Shader and Web Request

### - Database

MySQL, MariaDB, MSSQL and Engineer Information Processing (18.11.16)

### - Virtual Reality

VR with Unity3D (Oculus, Vive and Pimax), Vizard (WorldViz), Motion Capture (Motive) and Leap Motion

#### - Python

Machine Learning (Tensorflow), Web Framework (Django with Heroku Cloud), Data Analysis and Drawing Graphs

## **Interests**

#### - Serious Game

Education and Gameful Thinking (Gamification)

## - Computer Graphics

3D Modeling, Shader (Rendering) and Animation

### - Virtual Reality

VR Interface, VR Sickness (Field of View Restrictor), Foveated Rendering and VR Locomotion

## **Publication**

#### - International Journal

Keonhee Park and Seongah Chin. (2020). A Smart Interface HUD Optimized for VR HMD and Leap Motion. Journal of Imaging Science and Technology (SCIE).

#### - International Conference Proceedings

Keonhee Park, Yoochang Yoon, and Seongah Chin. (2018). Design of Physically-based Virtual Cavity Simulation. DEStech Transactions on Computer Science and Engineering.

Keonhee Park, and Seongah Chin. (2018). Let's guide a smart interface for VR HMD and leap motion. In Proceedings of the 24th ACM Symposium on Virtual Reality Software and Technology.

#### - Domestic Journal

Keonhee Park, and Seongah Chin. (2018). HUD Interface and VR content interaction: VR+HUD. Asia-pacific Journal of Multimedia Services Convergent with Art, Humanities, and Sociology.

### - Domestic Conference Proceedings

Keonhee Park, Changseop Kim, and Kwanguk Kim. (2020). Research on Blur-based Dynamic Simulator Sickness Reduction Technology. HCI Korea

#### - Involved

Jihwan Kim, Keonhee Park, and Kwanguk Kim. (2021), Preliminary research on individualized foveated rendering technique, HCI Korea

## **Patents**

Kwanguk Kim, Keonhee Park, and Changseop Kim, "안구 기반 개인화 가상 멀미 저감 머리부착형 시각 자극 제시 장치 및 그 동작 방법", 2020 (Ongoing)

# **Work Experiences**

### - 2019.02 ~ 2021.02

Research Assistant, HCI Lab (Kenny Lab), Hanyang University, Seoul, Korea

### - 2017.02 ~ 2018.12

Research Assistant, Xicomlab, Sungkyul University, Anyang, Korea

### - 2014.12 ~ 2016.07

Military Service, QM Department, The 125th Regiment of The 53th Division, Korea

### - 2013.07 ~ 2013.09

System Engineer, Kyungil Co., LG Electronics, Ansan, Korea