

Youngho Kim

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Education

University of Pennsylvania, School of Engineering & Applied Science, Philadelphia, PA

Candidate for Master of Science in Engineering, Computer Graphics and Game Technology, August 2009
• Relevant Courses: Computer Animation, Computer Graphics, 3D Modeling, Physically Based Animation

Sungkyunkwan University, Suwon, South Korea

Bachelor of Science in Engineering, Information and Communication Engineering, February 2008

Rewards and Scholarships

Second prize, Graduation Projects & Thesis Competition of the department Information and Communication Engineering, Sungkyunkwan University, November 2007

First prize, KSGC2007 (PC Game Creation Competition), September 2007

National Scholarship for Science and Engineering, April 2007

Skills

- C: 8yr, C++: 3yr, Java: 1yr, C#: 3mo, MIPS: 4mo, MEL: 2mo, HTML: 3yr, MFC: 1yr, TCP/IP: 1yr
- MS Visual Studio: 7yr, Net Beans: 6mo, SPIM: 4mo, VI: 2yr • UNIX/Linux: 2yr
- Photoshop: 5yr, Maya: 6mo, Motion Builder: 1mo, Dream Weaver: 2yr, Flash: 3yr, MS Office: 10yr
- Japanese Language Proficiency Test 2nd Level

Activities

ACM SIGGRAPH University of Pennsylvania, Member: September 2008 – Present

International Game Developer Association, Member: September 2008 – Present

S.E.F.T. (Programming Club in Sungkyunkwan University), President: 2006, Member: 2001 - 2007

Projects & Experience

Fluid Simulation, February 2009 – March 2009

- Programmed the simulator in C++ using OpenGL, made a voxel grid and implemented Navier-Stokes equations for smoke moving (advection, projection): Individual Project

Cloth Simulation, January 2009 – February 2009

- Programmed the simulator in C++ using OpenGL, implemented a particle spring-damping system, handled collision and penetration between a rigid body and a cloth: Individual Project

Ray Tracer in a Scene Graph Structure, September 2008 – December 2008

- Designed and programmed the application in C++ using OpenGL, made a graph structure to handle objects and obj files, cast rays check each polygon and calculate the shade, shadow, reflectivity, and refractivity of objects: Individual Project

Indie Online Racing Game, February 2007 – October 2007

- Designed and programmed the client part in C++ using Orge3D and Newton Physics Engine, Following the state of the game, it shows proper GUIs and receives user controls, handles the collision using the functions, checks the lap and direction of characters by the checkpoints in a map: Leader, Designer, Client Programmer: Group Project (8 members)

Republic of Korea Army, Daegu, South Korea, March 2003 – April 2005