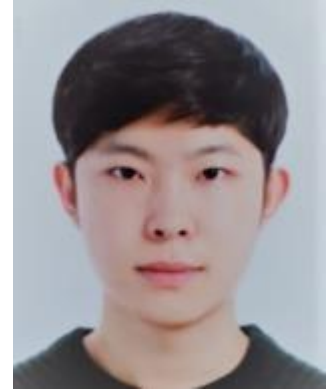# Keonhee Park

박건희 (朴乾熙)

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* Last updated in january 2023

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 Proccedings
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 Proccedings
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. (2023), "Eye-based personalized head-mounted display device and control method thereof", [KR20220033223A](KR20220033223A)

Work Experiences

- 2021.06 ~ Current
Unity Engineer, Extended Reality Lab, STRATO, Seoul, Korea

- 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