

Kiwon Yun

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Summary

Seeking a full time position. Strong background in computer vision, machine learning, data analysis, and digital media. Good at solving a computational problem, writing clean code, rapid trouble shooting, and problem prevention.

Education

Stony Brook University

Stony Brook, NY

Ph.D. Candidate, Computer Science

Sep 2009 - Aug 2018

- Research Assistant, **Computer Vision Lab and the Eye Cog Lab**. Advisor: Prof. Dimitris Samaras
- Image and video understanding with human visual attention (combining linguistic and human gaze)
- Human activity and behavior analysis in videos and motion capture systems (including *Microsoft Kinect*)
- Various analytics projects involving machine learning on images, videos, and human data

Yonsei University

Seoul, Korea

B.S. Computer Science and Industrial System Engineering, (GPA: 3.7/4.0)

Mar 2000 - Feb 2009

- Research Student, Computer Vision and Pattern Recognition Lab. Advisor: Prof. Hyeran Byun
- Handwritten sketch recognition system on tablets (in collaboration with *Microsoft*)

Work Experiences

Research Intern

Summer 2013

Motorola Solutions, Inc., Holtsville, NY

- Designed and developed real-time human activity detection algorithms for video surveillance (**R&D**), C++

Senior Software Engineer

Dec 2004 - Jul 2006

Naver (the nation's top search & online game portal company), Gyonggi, Korea

- Worked on developing a network board game "Go" (+50,000 users), C++
- Developed the game logic, UI, and designed broadcasting & streaming live video system
- Developed the home-entertainment version (in collaboration with *Intel*)

Software Engineer

May 2003 - Nov 2004

Ansys Technologies (the educational software development company), Gyeonggi, Korea

- Developed UI, update patches, and distribution system for network 2D RPG game "Enaquest", C++

Selected Publications

- Jihoon Ryoo, **Kiwon Yun**, Dimitris Samaras, Samir Das, and Greg Zelinsky, "*Design and Evaluation of a Foveated Video Streaming Service for Commodity Client Devices*", ACM Multimedia Systems (MMSys) 2016
- **Kiwon Yun**, Gary L. Ge, Dimitris Samaras, and Gregory J. Zelinsky, "*How We Look Tells Us What We Do: Action Recognition Using Human Gaze*", Visual Science Society (VSS) 2015
- **Kiwon Yun**, Yifan Peng, Dimitris Samaras, Gregory Zelinsky, Tamara L. Berg, "*Studying Relationships Between Human Gaze, Description, and Computer Vision*", Computer Vision and Pattern Recognition (CVPR) 2013
- **Kiwon Yun**, Jean Honorio, Debaleena Chattopadhyay, Tamara L. Berg, and Dimitris Samaras, "*Two-person Interaction Detection Using Body-Pose Features and Multiple Instance Learning*", Workshop on Human Activity Understanding from 3D Data at Conference on Computer Vision and Pattern Recognition (CVPR) 2012

Technical Skills

Expertise in C/C++, Python, Matlab, OpenCV, OpenGL

Other skills: Java, C#, iPhone programming, Raspberry Pi, HTML/CSS, PHP, SQL, Caffe/Tensorflow

Selected Projects

Mobile Application Development

Photo food journal iPhone app, "Footo", Objective-C

- Developed an easy-to-use daily food logger for your healthy eating by uploading photo, counting calories. 2015

Game Development

Network flash game "Fresh Racing", C++ and Flash, Network game

- **Gold award (1st place)** out of +100 software engineers at the game developer contest in Naver. 2006

2D arcade game "PumFish Battle", C++, PC game

- **Silver award (2nd place)** out of +250 participants at the game developer contest held by Ministry of Information and Communication in Korea. 2004

2D shooting game "SnowWhite", C++, PC game

- Publicly released the package and sold +200 copies in a day. 2005-2006

Honors & Awards

- CVPR 2013 Student Travel Award, Oregon, USA, 2013
- Computer Science Chair Fellowship, Stony Brook University. 2009
- Full Scholarship to pursue Doctoral Studies, Stony Brook University, (2009-2016)
- Tuition Scholarships, Yonsei University (2000-2002)

Extra Curricular Activities

Mentoring

- Supervised high school students for the *Intel Science Talent Search Competition 2013* and *Siemens Competition in Math, Science and Technology 2014*, and made two students to the **semi-final round** with the research subject, integrating computer vision and human gaze for image understanding

Entrepreneurship

- Joined an early stage Startup, Nuvo. (online social marketplace), a member of *scientific advisory board*, 2013

Leadership

- Yonsei game development club "YNOT TEAM", *Founder and Lead Programmer*, 2002-2007
- Yonsei pool club "HANCUE", *President*, 2002

Study Abroad

- *University of Minnesota*, Exchange student, Computer Science, GPA: 3.7/4.0, Jan 2007 - Dec 2007

Teaching Experience

3+ years experience with a variety of age groups from primary school through to university level. Teaching Python, Algorithms, and Robotics for talented youth from Grades 6 to 12 in Paran Science Academy, NJ. Developed after-school coding programs, newly opened 3+ courses, and teaching and mentoring students (2018-current).

Teaching Assistant in Introduction to Robotics, Discrete Mathematics, Java Programming at Stony Brook University

References

Prof. Dimitris Samaras
Associate Professor, Department of Computer Science
Stony Brook University
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Seokhyon Seong (Formal team leader at Naver)
Chief Research Engineer, LG Electronics
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Prof. Hyeran Byun
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Dr. Mik Stern (Formal team leader at Motorola Solutions)
Senior Director, Zebra Technologies
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