

Keunhong Park

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Education

University of Washington

Seattle, WA

PH. D IN COMPUTER SCIENCE AND ENGINEERING

Sep. 2015 - (current)

- *Advisors:* Steven M. Seitz, Ali Farhadi
- Working at the intersection of computer vision and computer graphics. In particular, I am currently exploring automated ways to translate 2D representations of our world (photographs) into more dynamic representations (3D shapes and materials).

University of Illinois at Urbana-Champaign

Champaign, IL

B.S. IN COMPUTER SCIENCE (HIGHEST HONORS)

Aug. 2009 - May. 2013

- *Advisors:* Derek Hoiem, David Forsyth
- Honors: Edmund J. James Scholar, Dean's List

Publications

PhotoShape: Photorealistic Materials for Large-Scale Shape Collections

SIGGRAPH Asia 2018

KEUNHONG PARK, KONSTANTINOS REMATAS, ALI FARHADI, STEVEN M. SEITZ

Dec. 2018

- Fully automatic texturing of 3D shapes with rich SV-BRDF reflectance models.
- Project Page: <https://keunhong.com/publications/photoshape/>

Learning Analogies from Independent Part Models.

FGVC Workshop at CVPR 2013

KEUNHONG PARK, IAN ENDRES, DEREK HOIEM

Jun. 2013

- Using boosted part models to find explicit spatial correspondences across parts of different categories.

Experience

Amazon Go

Seattle, WA

APPLIED SCIENTIST INTERN

Jul. 2017 - Sep. 2017

- Vision-based human activity detection.

Cyber Command, Ministry of National Defense

Seoul, Korea

SOFTWARE ENGINEER (MILITARY SERVICE)

Oct. 2013 - Jul. 2015

- Created network monitoring software with Java and Netty.

Google

Mountain View, CA

SOFTWARE ENGINEERING INTERN

May. 2013 - Aug. 2013

- Created a graph-based automatic document conversion system for Google Cloud Print.

Qualcomm

Boulder, CO

SOFTWARE ENGINEERING INTERN

May. 2013 - Aug. 2013

- Significantly improved performance of JGit reducing code push times from ~1 hour to a couple of seconds.
- Implemented multi-master support for Gerrit Code Review with heartbeats and cache synchronization.

Fellowships

2015-2020 **Samsung Scholarship**, \$50,000/year for 5 years

Seoul, Korea

Projects

Holoscanner: Gamifying 3D Scanning

Seattle, WA

VR/AR CAPSTONE COURSE PROJECT

Spring, 2016

- Project website: <https://holoscanner.github.io/>

RendKit: A Research Friendly Rendering Framework

Seattle, WA

PERSONAL PROJECT

May, 2015 - (current)

- Github: <https://github.com/keunhong/rendkit>