

# Gahye Park

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## CONTACT INFORMATION

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## AREAS OF INTEREST

Computer Graphics and Vision

## EDUCATION

**Ewha Womans University**, Seoul, Korea

MS/Ph.D. Computer Science and Engineering, **2014 - Present**  
Advisor: Young J. Kim  
Computer Graphics Laboratory  
GPA 4.15/4.3

BS Computer Science and Engineering, **2010 - 2014**  
Advisor: Young J. Kim  
GPA 3.95/4.3, Dean's List  
Major GPA 4.12/4.3

## EXPERIENCE

**Adobe Photoshop Moblie & Research**, San Jose, CA

Mentor: Byungmoon Kim

***Face Liquify (Reshape)*** **03/2015 - 08/2015**

I worked for Liquify task in Adobe Photoshop Fix as a main developer, especially for face aware liquify: face shape editing. This feature was presented on keynote of both Adobe Max Conference and Apple Special Events when iPad Pro launched.

- Developed a C++ engine for generation of face meshes and deformation face shape
- Developed Objective C User Interface and gestures

***New Face projects*** **09/2015 - Present**

- Working on new face projects

**Ewha Computer Graphics Lab**, Seoul, Korea

Mentor: Young J. Kim

***Astronaut motion capture*** **01/2014 - 02/2015**

- 3D Astronaut motion capture from video resources of NASA for lunar gravity simulation
- Paper "Virtual Moon Experiences with Video-based Crowd Animation" under review in HCI Korea 2016 Conference

***Volume rendering human eye from CT, MRI data*** **Winter 2012**

Using Seg3D and Voreen

***Robot guidance avoiding obstacles*** **Summer 2012**

In MSRDS (Microsoft Robotics Developer Studio)

**Undergraduate Thesis**

**03/2013 - 12/2013**

***Kinect 3D game for learning elementary movements of Taekwondo***

Invited to 2013 Capstone Design Contest in the Engineering Education Festa organized by the Education Ministry and Korea Industrial Technology Development Organization.

- Built the initial framework to interlock Unity 3D with Kinect
- Developed game play and motion checking routines

**Ewha Computer Game Development Club, KING**

**06/2011 - 12/2012**

Developed an android title, *The Authentic Engineering Girls*, about life as an engineering student including 3 types of mini games and two player mode

PUBLICATIONS [1] Yaesol Kim, **Gahye Park**, Yun-hyeong Kim, Young J. Kim “Virtual Moon Experiences with Video-based Crowd Animation”, HCI Korea, 2016 (Under review)

HONORS AND AWARDS Presented on Apple Special Events keynote with iPad Pro launch 2015  
Presented on Adobe Max keynote 2015  
Honors Scholarship from Ewha Womans University every year from 2010 to 2014  
Graduate Honors Scholarship from Ewha Womans University 2015  
Awarded the Grand Prize at Ewha CSE Graduation Project Contest 2013  
Awarded the Grand Prize at Ewha Engineering Capstone Design Contest 2013

SKILLS Languages: C++, C, Object C, Java, Matlab, SQL, HTML/CSS, PHP, Javascript, Lisp  
Tools: OpenGL/GLSL, OpenCV, Photoshop, Maya