

EDUCATION

- Master of Science Candidate in Computer Science

Iowa State University

August 2006 ~

Ames, Iowa

- Bachelor of Science in Computer Science

Chung-Ang University

February 2005

Seoul, Korea

Thesis: "Advanced Artificial Intelligence of Othello Game"

AWARDS & HONORS

- A Best Award from work exhibition of CS Department, July 2004

3D GDI with Various Effects

- A Best Award from Artificial Intelligence Competition of University Association, Nov. 2003

Artificial Intelligence of Reversi

- Top 10% Scholarship, Fall semester 2003

- Top 10% Scholarship, Spring semester 2003

- Top 10% Scholarship, Fall semester 2002

- Top 10% Scholarship, Spring semester 2002

SKILLS

- Operating Systems

UNIX, LINUX, Windows

- Programming languages

C/C++, JAVA, VB, OpenGL, ASP, PHP, JSP, SQL, CSS, HTML

- Development Tools

Visual Studio C++, Turbo C/C++, JAVA Eclipse, Visual Basic

- Others

Adobe Photoshop

PROJECT HISTORY (Portfolio is available on www.cs.iastate.edu/~hdh7905)

- 3D Reversi

Providing 3D environment of Othello game using OpenGL

Mar 2007 ~ May 2007

- Protein Geometry Databases

Serving researchers geometry information of proteins

Feb 2007 ~ May 2007

- 3D GDI

Displaying 3D object with various effects

Mar 2004 ~ July 2004

- Artificial Intelligence of Reversi

Playing the Othello game against human

Aug. 2003 ~ Nov. 2003

- Lazy Buddy System Simulator on Linux

Simulating memory allocation in Linux System

May 2003 ~ June 2003

- Image Extension without Aliasing

Extending images without breaking

Apr. 2003 ~ May 2003

- File Transfer

Transferring files using UDP

Feb 2003 ~ Mar 2003

- Image Processor

Giving various image filtering effects

Oct. 2002 ~ Dec. 2002

- Push Push

Suggesting puzzling problem

Sep. 2002 ~ Oct. 2002