Minseo Park

Seoul, South Korea · minseo.park@tamu.edu · **GitHub** · **Google Scholar**

RESEARCH INTERESTS

Computer Graphics · Physically-based modeling · Computer Animation

I work on faster soft-body contact simulators (human hands) and their adjoint mode computation (robots with hands)

EDUCATION

M.S. in Computer Science   2023–2025
Texas A&M University, College Station

- Thesis: *Retargeted Tangible Sketching via Kinesthetic Compensation*
- Advisor: Prof. Shinjiro Sueda

B.A. in Film, Television and Multimedia   2013–2021
Sungkyunkwan University, Seoul

- Focus: Media Art
- Graduation work: **dr0plet** — IGF 2016 Student Entrant

PUBLICATIONS

Minseo Park*, Suryapavan Cheruku*, Shinjiro Sueda, and Vinayak Krishnamurthy.   (*Equal contribution)
"Retargeted Sketching: Sketching on Tangible Interfaces via Kinesthetic Retargeting."
In ACM Conference on Tangible, Embedded, and Embodied Interaction (TEI), 2026.   Paper · Video

EXPERIENCE

Lead Developer   2019–Present
61315 Inc., Seoul

- Real-time computer graphics and simulation projects
- Full project list

Software Engineer / CTO   2018–2019
Imagineers co., Seoul

- Cross-platform rendering engine for mobile AR

KATUSA   2015–2017
Eighth United States Army

TECHNICAL SKILLS

Tools: OpenBLAS, PaStiX, SuiteSparse, MOSEK

Demos: **Live demos** — cloth, softbodies, optimizations

Open Source: **rules_fortran** — Fortran rules for Bazel

PRESENTATIONS

- **Retargeted Sketching** — ACM TEI '26, Chicago *(Upcoming)*