

Yoon Sik Shim

CONTACT INFORMATION	Centre for Computational Neuroscience and Robotics Department of Informatics Pevensey II Room 4A23, University of Sussex Falmer, Brighton BN1 9QH, United Kingdom	Tel: +44 (0)1273 877591 Cel: +44 (0)78 28402410 E-mail: necromax@kebi.com URL: http://melkzedek.com
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RESEARCH INTERESTS	My primary research interest lies in the evolutionary synthesis of bio-inspired robots and their controllers, for the purpose of providing more insight into how complex systems and biological evolution behave. I am also very keen to investigate the dynamical system's perspectives of neural networks to deal with the controllability of intrinsically unstable robotic systems. Further interests include computational neuroscience, evolutionary computation, chaos theory, and virtual reality.	
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CURRENT STATUS	University of Sussex ▫ PhD. Student, Informatics ▫ Advisor: Phil Husbands, Inman Harvey	Since Oct 2006
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EDUCATION	Korea University, Seoul ▫ M.S., Computer Science ▫ Advisor: Chang Hun Kim ▫ Dissertation Topic: <i>Generating Shape and Motion of Flying Artificial Creatures</i>	Mar 2002 - Feb 2004
	Korea University, Seoul ▫ B.S., Mechanical Engineering	Mar 1995 - Feb 2002

RESEARCH PROJECTS EXPERIENCE	Research Assistance: Enterall Project ▫ Ministry of Information and Communication, Republic of Korea	Since 2005
	Research Assistance: Special Basic Science Research ▫ Korea Science and Engineering Foundation (KOSEF)	Since 2005
	Research Assistance: Technical Development Enterprise ▫ Korea Culture & Content Agency (KOCCA)	Since 2004
	Research Assistance: Support for Leading Researcher ▫ Korea Research Foundation (KRF)	2002 - 2004
	Research Assistance: Digital Contents Division ▫ Information Technology Research Center (ITRC), Korea	Since 2002

PROFESSIONAL EXPERIENCE	Game client core engine developer ▫ Shake-2, multi-user online arcade game Dataway Engineering Co.	2000 - 2001
	Yellow page development ▫ ASP programming/DB construction, Joongang Daily	2000
	Book Translation (into Korean) ▫ Professional Java Programming by Brett Spell, Wrox Professional Series Publisher: Peer Information, ISBN: 186100382	1999 - 2000
EXTRACURRICULAR EXPERIENCE	Military Service ▫ Maintenance crew, NIKE Air Defense Guided Missile, Republic of Korea Air Force	1997 - 1999
	Leader of Technical Division ▫ Korea University Electric/Electronic Research Association	1995 - 1996

PUBLICATIONS	Shim, Y. S. and Kim, C. H. (2006) Evolving Physically Simulated Flying Creatures for Efficient Cruising. <i>Artificial Life</i> , 12(4), 561-591.
	Shim, Y. S., Kim, S. J. and Kim, C. H. (2004) Evolving Flying Creatures with Path Following Behavior. <i>ALIFE IX: Proceedings of 9th International Conference on the Simulation and Synthesis of Living Systems</i> , Boston, Ma, September 12-15.
	Shim, Y. S., Shin, S. Y. and Kim, C. H. (2004) Two-step Evolution Process for Path-Following Virtual Creatures, <i>Proceedings of Computer Animation and Social Agents (CASA 2004)</i> , Geneva, Switzerland, July 7-9.
	Shim, Y. S. & Kim, C. H. (2003) Generating Flying Creatures using Body-Brain Co-Evolution. In <i>Proceedings of ACM SIGGRAPH/Eurographics Symposium on Computer Animation (SCA 2003)</i> , San Diego, Ca. July 26-27.
	Shim, Y. S. & Kim, C. H. Two-stage Evolutionary Algorithm for Path-Controllable Virtual Creatures. <i>Journal of Korea Information Science Society</i> (in press).
	Shim, Y. S. & Kim, C. H. (2003) Generating Flying Creatures using Body-Brain Co-Evolution. <i>Journal of Korea Computer Graphics Society</i> , 9(2), 19-26.

SKILLS	Programming Languages: C/C++, HTML Programming Libraries: DirectX, OpenGL, Middleware physics engines Others: 3D Studio MAX
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