

## **Mark Kim**

**Dept. / Major:** *University of Utah, Computer Science*

**Field of Study:** *Scientific Visualization*

**Year in School:** *7th*

**Degree Being Pursued:** *PhD*

**Date Expected:** *Spring 2015*

**Academic Advisor:** *Charles Hansen, Professor*

**Email:** *mkim@sci.utah.edu*

**Degree(s) held:** Bachelor of Science

**Field(s) of Interest:** *Scientific Visualization, graphics*

**Planned Years in the PSAAP II Program:** *2014-2015*

**Year in the PSAAP II Program:** *1*

### **Description of Your Work/Project Within PSAAP II:**

*My research is to develop new visualization methods for particles on surfaces on the GPU. As GPUs have become more powerful and accessible for general purposes, new techniques are required to fully utilize that performance. Instead of parameterization or reprojection with a distance field, the surface is represented by a closest point embedding, a simple grid-based representation of arbitrary surfaces.*

### **NNSA Laboratory Visit Information:**

*Los Alamos National Laboratory: Intern, Summer 2008*

*Los Alamos National Laboratory: Intern, Summer 2009*

### **Selected Publications:**

*"Dynamic Particle System for Mesh Extraction on the GPU," Mark Kim, Guoning Chen, Charles Hansen, GPGPU5 Workshop, March 2012, London.*

Date Updated: 05/06/2014