

SANGYEON PARK

Daejeon, Republic of Korea | +82 10-8422-1289 | tkddus0421@gmail.com | [Google Scholar](#) | [GitHub](#)

Research Interest

Loss of Plasticity

- **Plasticity:** A model's ability to learn and reduce loss
- Maintaining the plasticity of neural networks in tasks with shifting input or output data distributions (i.e. Reinforcement Learning and Continual Learning)

EDUCATIONS

GIST (GWANGJU INSTITUTE OF SCIENCE AND TECHNOLOGY) Sep 2023 – Feb 2026

Master of Science | *Department of AI Convergence* (GPA: 4.08/4.5)

- Thesis: Activation by Interval-wise Dropout: A Simple Way to Prevent Neural Networks from Plasticity Loss
- Advisor: Kyung-Joong Kim

SOONGSIL UNIVERSITY Mar 2017 – Feb 2023

Bachelor of Science | *Software Engineering & Mathematics* (GPA: 4.26/4.5)

PUBLICATIONS

FIRE: Frobenius-Isometry Reinitialization for Balancing the Stability-Plasticity Tradeoff ICLR `26 (Oral)

Isaac Han, **Sangyeon Park**, Seungwon Oh, Donghu Kim, Hojoon Lee, Kyung-Joong Kim

Activation by Interval-wise Dropout: A Simple Way to Prevent Neural Networks from Plasticity Loss ICML `25

Sangyeon Park, Isaac Han, Seungwon Oh, Kyung-Joong Kim

Recovering Plasticity of Neural Networks via Soft Weight Rescaling Preprint `24

Seungwon Oh*, **Sangyeon Park***, Isaac Han, Kyung-Joong Kim

Smart Insole: Predicting 3D human pose from foot pressure NeurIPS `24 (Workshop)

Isaac Han, Seoyoung Lee, **Sangyeon Park**, Ecehan Akan, Yiyue Luo, Kyung-Joong Kim

AWARDS

PokéAgent Challenge | 2nd Place in Track 1: Battling (Gen1OU) NeurIPS 2025

- Enhanced performance by fine-tuning Offline RL models using [Kron Optimizer](#) and [Interval-wise Dropout](#).

Student Grand Competition - Computational Intelligence in Biomedicine and Healthcare | 2nd Place Award IEEE CIS 2024

WORK EXPERIENCES

Teaching Assistant | Game Artificial Intelligence (GIST) Sep 2025 – Dec 2025

CoRE Tutoring | Mathematics (Discrete Mathematics and Linear Algebra) Mar 2022 – Dec 2022

Brain and Machine Intelligence Lab (Internship) | *Soongsil University* Dec 2021 – Jan 2022

- Reinforcement Learning in autonomous driving field

Integrative Institute of Basic Science (Internship) | *Soongsil University* Jul 2021 – Aug 2021

- Generate a game agent with Reinforcement Learning for the board game 'yacht dice'

PROJECTS

2D Platformer Shooting Game and ML-Agents | *Soongsil University* Mar 2021 – Jun 2021

- Build a Game with Unity and Generate Game Agents

SKILLS AND CERTIFICATES

- Language: Korean (native), English (advanced, OPIc IH)
- Programming Language: Python, PyTorch, Jax