

# Jung-Hyun Byun

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## contact

junghyun.ian.byun  
@gmail.com

## languages

Korean (native)  
English (fluent)

## programming

C++ (skilled)  
Python/CUDA/Matlab/  
Java (beginner)

## skills

OpenCV, OpenGL,  
openFrameworks

## Interests

computer vision, computer graphics, machine learning and human-computer interaction  
augmented reality, projection mapping, point cloud processing and scene reconstruction

## Education

2015.9.1 –2020.08.31	<b>Ph.D.</b> candidate in Computer Science	Yonsei University, Korea
2011.3.1 –2015.2.28	<b>B.Sc.</b> in Computer Science and Engineering	Yonsei University, Korea

## Selected Publications

### Journal articles

PPAP: Perspective Projection Augment Platform with Pan–Tilt Actuation for Improved Spatial Perception  
**Byun, Jung-Hyun**, Han, T.-D.,  
*Sensors* 19.12 (2019) p. 2652. Multidisciplinary Digital Publishing Institute, 2019

### Conference proceedings

Accurate Control of a Pan-tilt System Based on Parameterization of Rotational Motion  
**Byun, Jung-Hyun**, Chae, S., Han, T.,  
*EG 2018 (Oral Presentation), The Eurographics Association, 2018*

AIR: Anywhere Immersive Reality with User-Perspective Projection  
**Byun, Jung-Hyun**, Chae, S., Yang, Y., Han, T.,  
*EG 2017 (Oral Presentation), The Eurographics Association, 2017*

## Awards

2018	<b>Best Demo Award</b> ACM International Conference on Multimedia (ACM MM)
2018	<b>Ph.D. Fellowship Award</b> NAVER Corporation

## Projects

- |                           |   |
|---------------------------|---|
| 2018.09.01<br>–2020.08.31 | <b>Integration of Context-aware Pervasive AR Platform for Personal Assistant Implementation</b><br>National Research Foundation of Korea (NRF)<br>Role: Project Manager & Lead Researcher   |
|                           | <ul style="list-style-type: none"><li>• Research on applicability of deep learning-based spatial context-awareness in an augmented reality environment.</li><li>• Research on integration of scene understanding technologies with projection-based augmented reality.</li><li>• Research on real-time dynamic projection mapping on a pan-tilt platform.</li></ul> |
| 2018.04.30<br>–2018.10.31 | <b>Development of hand motion recognition technology based on sensor fusion</b><br>Samsung Electronics Company (SEC)<br>Role: Project Manager   |
|                           | <ul style="list-style-type: none"><li>• Managed implementation of algorithms for identifying hand postures of workers using IMU sensor data.</li></ul>  |
| 2015.11.01<br>–2018.10.31 | <b>Pervasive AR interaction platform construction using a mobile projection technology</b><br>National Research Foundation of Korea (NRF)<br>Role: Project Manager & Lead Researcher  |
|                           | <ul style="list-style-type: none"><li>• Designed a user-perspective rendering algorithm for correcting distortions of projection mapping caused by surface geometry.</li><li>• Designed a visual servoing algorithm for accurately controlling pan-tilt servo motors based on rotation axis calibration.</li></ul>  |
| 2015.08.01<br>–2017.03.31 | <b>Development of filming and rendering technology based on multi-autonomous flight collaboration for large-scale performance and broadcasting</b><br>Korea Institute of Science and Technology (KIST)<br>Role: Researcher & Developer  |
|                           | <ul style="list-style-type: none"><li>• Designed and implemented scale-adaptive visual object tracking algorithm based on SVM.</li><li>• Developed a Windows program for tracking multiple objects based on epipolar geometry.</li></ul>  |
| 2015.04.01<br>–2017.12.31 | <b>Research of vision-based mobile object recognition technology for life logging</b><br>Korea Institute of Science and Technology (KIST)<br>Role: Researcher & Developer   |
|                           | <ul style="list-style-type: none"><li>• Implemented keypoint extraction and descriptor matching algorithms on an Android platform.</li><li>• Developed Android applications for marker-less augmented reality and medicine recognition.</li></ul>   |

# Other Publications

## Proceedings of peer-reviewed conference papers

Adaptive projection augmented reality with object recognition based on deep learning

Park, Y. J., Ro, H., **Byun, Jung-Hyun**, Han, T.-D.,

*Proceedings of the 24th International Conference on Intelligent User Interfaces: Companion*, 2019

Projection-Based Augmented Reality Robot Prototype with Human-Awareness

Ro, H., **Byun, Jung-Hyun**, Kim, I., Park, Y. J., Kim, K., Han, T.-D.,

*2019 14th ACM/IEEE International Conference on Human-Robot Interaction (HRI)*, 2019

Mobile device interaction using projector metaphor

Ro, H., Park, Y. J., **Byun, Jung-Hyun**, Han, T.-D.,

*Proceedings of the 24th International Conference on Intelligent User Interfaces: Companion*, 2019

Meet AR-bot: Meeting Anywhere, Anytime with Movable Spatial AR Robot

Park, Y. J., Yang, Y., Ro, H., **Byun, Jung-Hyun**, Chae, S., Han, T. D.,

*ACM International Conference on Multimedia (ACM MM)*, 2018

PAMI: Projection Augmented Meeting Interface for Video Conferencing

Ro, H., Kim, I., **Byun, Jung-Hyun**, Yang, Y., Park, Y. J., Chae, S., Han, T.,

*ACM International Conference on Multimedia (ACM MM)*, 2018

A dynamic depth-variable ray-casting interface for object manipulation in ar environments

Ro, H., Chae, S., Kim, I., **Byun, Jung-Hyun**, Yang, Y., Park, Y., Han, T.,

*Systems, Man, and Cybernetics (SMC), IEEE International Conference on*, 2017

Scale-adaptive tracking with structured output

**Byun, Jung-Hyun**, Chae, S.-H., Choi, H., Han, T.-D.,

*Proceedings of HCI Korea*, 2016

Personal Smart Space: IoT based User recognition and Device control

Chae, S., Yang, Y., **Byun, Jung-Hyun**, Han, T.-D.,

*Semantic Computing (ICSC), IEEE Tenth International Conference on*, 2016

Smart advisor: Real-time information provider with mobile augmented reality

Chae, S., Yang, Y., Choi, H., Kim, I., **Byun, Jung-Hyun**, Jo, J., Han, T.,

*Consumer Electronics (ICCE), IEEE International Conference on*, 2016