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 **Ph.D.** candidate in Computer Science Yonsei University, Korea –2020.08.31

2011.3.1 **B.Sc.** in Computer Science and Engineering Yonsei University, Korea –2015.2.28

Selected Publications

Journal articles

Fast and Accurate Reconstruction of Pan-Tilt RGB-D Scans via Axis Bound Registration **Byun, Jung-Hyun**, Han, T.-D.

Under Review ()

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

PRISM: Interactive Projection Display System for Pervasive Registration of Interface with Spatial Manipulation

Byun, Jung-Hyun, Ro, H., Kim, K., Han, T.-D.

Under Review

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 Best Demo Award

ACM International Conference on Multimedia (ACM MM)

2018 Ph.D. Fellowship Award

NAVER Corporation

Invited Talks

2019 Title: Projection Mapping and Augmented Reality for Pervasive AR

> **Environment NAVER Corporation**

Patent

Domestic (Korea)

AR System using Mobile Projection Technique and Operating Method Thereof Han, T., Kim, D. C., Seo, J., Chae, S., Yang, Y., Byun, Jung-Hyun Korea Patent Registration No.10-1819589-0000, 2018

Projects

2018.09.01 Integration of Context-aware Pervasive AR Platform for Personal -2020.08.31**Assistant Implementation** National Research Foundation of Korea (NRF)

Role: Project Manager & Lead Researcher

- · Research on applicability of deep learning-based spatial contextawareness in an augmented reality environment.
- Research on integration of scene understanding technologies with projection-based augmented reality.
- Research on real-time dynamic projection mapping on a pan-tilt platform.

2018.04.30 Development of hand motion recognition technology based on -2018.10.31 sensor fusion Samsung Electronics Company (SEC)

Role: Project Manager

Managed implementation of algorithms for identifying hand postures of

workers using IMU sensor data.

2015.11.01 Pervasive AR interaction platform construction using a mobile -2018.10.31 projection technology National Research Foundation of Korea (NRF) Role: Project Manager & Lead Researcher

- · Designed a user-perspective rendering algorithm for correcting distortions of projection mapping caused by surface geometry.
- · Designed a visual servoing algorithm for accurately controlling pan-tilt servo motors based on rotation axis calibration.

2015.08.01 -2017.03.31 Development of filming and rendering technology based on multiautonomous flight collaboration for large-scale performance and broadcasting Korea Institute of Science and Technology (KIST)

Role: Researcher & Developer

- · Designed and implemented scale-adaptive visual object tracking algorithm based on SVM.
- · Developed a Windows program for tracking multiple objects based on epipolar geometry.

2015.04.01 -2017.12.31

Research of vision-based mobile object recognition technology for life logging

Korea Institute of Science and Technology (KIST)

Role: Researcher & Developer

- Implemented keypoint extraction and descriptor matching algorithms on an Android platform.
- Developed Android applications for marker-less augmented reality and medicine recognition.

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