

# HYUNJIN KIM (김현진)

rlaguswls98@krafton.com ◇ (+82) 10-7218-0100

 [Personal Page](#)

## EDUCATION

---

**KAIST (Korea Advanced Institute of Science and Technology)**

M.S. in Computer Science

*Sep.2021 - Feb.2024*

*Daejeon, South Korea*

- Advisor: [Minhyuk Sung](#)

**KAIST (Korea Advanced Institute of Science and Technology)**

B.S. in Computer Science

*Mar.2016 - Aug.2021*

*Daejeon, South Korea*

Double Major in Mathematical Science

## PUBLICATIONS

---

\* denotes equal contribution

[1] **PartSTAD: 2D-to-3D Part Segmentation Task Adaptation**

Hyunjin Kim, Minhyuk Sung

**ECCV 2024**

[\[Paper\]](#)

[2] **SyncDiffusion: Coherent Montage via Synchronized Joint Diffusions**

Yuseung Lee, Kunho Kim, **Hyunjin Kim**, Minhyuk Sung

**NeurIPS 2023**

[\[Project page\]](#) [\[Paper\]](#) [\[Code\]](#)

[3] **Pop-Out Motion: 3D-Aware Image Deformation via Learning the Shape Laplacian**

Jihyun Lee\*, Minhyuk Sung\*, **Hyunjin Kim**, Tae-Kyun Kim

**CVPR 2022**

[\[Project page\]](#) [\[Paper\]](#) [\[Code\]](#)

## WORK EXPERIENCES

---

**KRAFTON INC.**, 3D Vision Engineer / Researcher

*Jun.2024 - Curr.*

- Develop Video-to-3D system.
- Improve the quality of Image-to-3D pipeline.

**SNOW Corp.**, Intern

*Jul.2019 - Sep.2019*

- Develop an iOS FaceRelighting Camera App utilizing ARKit and Metal.

## TEACHING EXPERIENCES

---

**Teaching Assistant** (CS380) Introduction to Computer Graphics, KAIST

*Mar.2023 - Jun.2023*

(CS479) Machine Learning for 3D Data, KAIST

*Sep.2023 - Dec.2023*

## OTHER EXPERIENCES

---

**KTH Royal Institute of Technology**

Exchange Student

*Jan.2020 - Apr.2020*

*Stockholm, Sweden*

## PROJECTS

---

- Reimplementing BARF (Bundle-Adjusting Neural Radiance Fields) from scratch.

- Improving amodal instance segmentation method BCNet via trilayer structure.

## ACADEMIC SERVICES

---

### Reviewer

*CVPR2023, CVPR2024*

## SKILLS

---

### Languages

Korean (Native), English (Fluent)

### Programming Languages

Python, Swift, C, C++, Kotlin, Scala, F#, Ocaml

### Frameworks

Pytorch, Tensorflow, Docker, OpenGL, Metal, ARKit