

# Minkyun Seo

✉ minkyunseo00@gmail.com    🌐 minkyunseo.github.io/    📄 minkyun-seo/

## EDUCATION

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### Seoul National University (SNU)

Integrated Ph.D. Program in Computer Science and Engineering

Sep. 2025 – Present

Seoul, Republic of Korea

- Advised by Prof. Jaesik Park at the Visual & Geometric Intelligence Lab (GPA: 4.07/4.3)

### Seoul National University (SNU)

B.S. in Architectural Engineering, Computer Science and Engineering

Mar. 2019 – Aug. 2025

Seoul, Republic of Korea

- **Summa Cum Laude**, GPA: 3.93/4.3 (cumulative), 4.01/4.3 (CSE major)
- **Best BS Thesis Award**: Towards Zero-Shot Point Cloud Registration across Diverse Environments
- Jul. 2021 – Jan. 2023: Absence for mandatory military service

### Sejong Science High School

Specialized High School for Gifted Students in Science and Mathematics

Mar. 2016 – Feb. 2019

Seoul, Republic of Korea

## RESEARCH INTEREST

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- **Geometric Feature Learning, 3D Reconstruction, 3D Vision for Robotics Applications**

## PUBLICATIONS

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1. Hyungtae Lim<sup>\*</sup>, **Minkyun Seo<sup>\*</sup>**, Luca Carlone, Jaesik Park<sup>†</sup>, “Towards Zero-Shot Point Cloud Registration Across Diverse Scales, Scenes, and Sensor Setups”, *arXiv preprint*, 2026
2. **Minkyun Seo<sup>\*</sup>**, Hyungtae Lim<sup>\*</sup>, Kanghee Lee, Luca Carlone, Jaesik Park<sup>†</sup>, “BUFFER-X: Towards Zero-Shot Point Cloud Registration in Diverse Scenes”, *Int. Conf. on Computer Vision (ICCV)*, 2025 (**Highlight**) [code]

## RESEARCH EXPERIENCE

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### Visual & Geometric Intelligence Lab (PI: Jaesik Park) | SNU

Graduate Student Researcher

Sep. 2025 – Present

Seoul, Republic of Korea

- Extended BUFFER-X to object-scale registration and heterogeneous sensor configurations (e.g., Ouster OS0-128 to Velodyne VLP-16)
- Proposed BUFFER-X-Lite, an efficient variant with early-exit strategies and fast pose solvers, reducing computation time by 43% while preserving registration accuracy
- Investigating multi-session localization and navigation using the proposed geometric descriptors for cross-session map matching

### Visual & Geometric Intelligence Lab (PI: Jaesik Park) | SNU

Research Intern

Dec. 2023 – Aug. 2025

Seoul, Republic of Korea

- Curated 11 datasets spanning diverse indoor and outdoor environments, geographic regions, 12 different sensors, and scales ranging from 3.5m to 240m
- Developed a zero-shot point cloud registration pipeline that adaptively selects voxel size and search radii, enabling robust generalization across diverse scenes without retraining

### AIoT Lab (PI: Hyung-Sin Kim) | SNU

Research Intern

Jun. 2023 – Sep. 2023

Seoul, Republic of Korea

- Contributed to early-stage research on Covariate Shifts in Environment and Sensor Domain
- Built ES-Studio, a controlled real-world studio for data collection with adjustable environmental lighting and camera sensor parameters

## PROJECTS

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- [P1] **Inference Optimization for LFM2-8B-A1B** Oct. 2025 – Dec. 2025
- Implemented large-batch inference using pipeline parallelism, micro-batching, and MPI-based multi-GPU model parallelism, overlapping communication and computation
  - Optimized GPU execution by developing custom CUDA kernels with tiling and fusion, and designing slot-based memory management with asynchronous streams and buffer reuse to eliminate dynamic allocations
- [P2] **FastMRI Challenge, SNU** Jun. 2024 – Sep. 2024
- Scaled up VarNet-based MRI reconstruction models under limited GPU memory using mixed-precision training, gradient accumulation, and gradient checkpointing
- [P3] **Drone-Based 3D Reconstruction of SNU Lecture Hall** Apr. 2024 – Jun. 2024
- Reconstructed a 3D mesh model of the Lecture Hall at SNU from images captured using a drone
  - Analyzed conditions leading to poor 3D reconstruction outcomes, emphasizing the need for methods that address the limitations of real-world data collection
- [P4] **Department Office Chatbot** May. 2024
- Developed an administrative support chatbot using RAG with the Meta-Llama-3-8B-Instruct model
  - Integrated a diffusion model to provide contextualized responses with enhanced user experience
- [P5] **Avatar Texture Enhancement via 3D Patch-wise Loss** Sep. 2023 – Dec. 2023
- Improved avatar texture reconstruction by introducing a 3D patch-wise SSIM loss that captures local structural consistency and mitigates dominant color oversaturation caused by L1 loss

## AWARDS AND SCHOLARSHIPS

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- ICCV 2025 Highlight Paper** Oct. 2025
- Graduate Research Fellowship | DB Group** Sep. 2025 – Present
- National Excellence Scholarship | Korea Student Aid Foundation** Mar. 2021 – Jun. 2024
- Full tuition awarded to the top-performing students in science and engineering across the nation
- Merit-based Scholarship | SNU** Sep. 2019 – Feb. 2021, Jul. 2024 – Dec. 2024

## SKILLS

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**Language:** Korean (Native), English (Fluent)

**Programming Languages:** Python, C/C++, Java, Javascript, RISC-V

**Frameworks/Misc:** Pytorch, Pytorch3D, Open3D, CUDA, Diffusers, LangChain, Git, Verilog

**3D Tools:** Rhinoceros 3D, AutoCAD, Solidworks, Meshlab, MeshRoom, Blender