

# Publons CV Prepared by Publons on September 20th 2021





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\* Research scholar at Virtual Environments lab, The graduate school of Advanced Imaging Science, Chung Ang University, Seoul, South Korea. \* My major research interests are: Human Motion Capture Systems / Sensors, Human-Computer Interactions, Computer Graphics and Visualization, Virtual Reality, Networks, IoT

## Current affiliation:

- Chung Ang University from 2018 until present

### Previous affiliations:

- Jyothy Institute of Technology from 2015 until 2018
- APS College of Engineering, Bangalore from 2013 until 2015

# **Publications**

#### **PUBLICATION METRICS**

For manuscripts published from date range January 2015 - September 2021

total times cited H-index publications

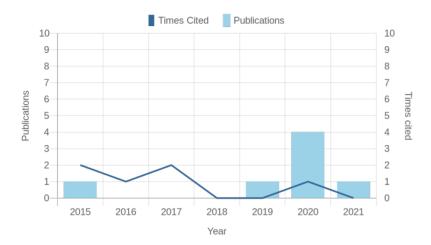
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**WEB OF SCIENCE DOCUMENTS** 

7

For all time				
TOTAL TIMES CITED	H-INDEX	PUBLICATIONS		
6	1	7		
WEB OF SCIENCE DOCUMENTS				
7				

#### **PUBLICATION IMPACT OVER TIME**



#### **PUBLISHING SUMMARY**

For manuscripts published from date range January 2015 - September 2021

(2) Sensors	wos	(2) IEEE CONFERENCE ON VIRTUAL REALITY AN
(1) SOUVENIR OF THE IEEE INTERNATIONAL AD		(1) PROCEEDINGS OF THE ACM SIGCHI SYMPOS
(1) Applied Sciences	wos	

# MANUSCRIPTS PUBLISHED (7) From date range January 2015 - September 2021 An Open-Source Platform for Human Pose Estimation and Tracking Using a Heterogeneous Multi-Sensor System Published: Apr 2021 in Sensors DOI: 10.3390/S21072340 Fusion of Multiple Lidars and Inertial Sensors for the Real-Time Pose Tracking of Human Motion Published: Sep 2020 in Sensors

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Mation Chara: Vigual Depresentation of the Cubtle Mation of Llumon Joints

Motion-Sphere: Visual Representation of the Subtle Motion of Human Joints Published: Sep 2020 in Applied Sciences

DOI: 10.3390/APP10186462

DOI: 10.3390/S20185342

## MotionNote: A Novel Human Pose Representation

Published: 2020 in IEEE CONFERENCE ON VIRTUAL REALITY AND 3D USER INTERFACES WORKSHOPS (VRW) DOI: 10.1109/VRW50115.2020.00199

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# MotionNote: A Novel Human Pose Representation

Published: 2020 in IEEE CONFERENCE ON VIRTUAL REALITY AND 3D USER INTERFACES WORKSHOPS (VRW) DOI: 10.1109/VRW50115.2020.00-76

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# Pilot Experiment of a 2D Trajectory Representation of Quaternion-Based 3D Gesture Tracking

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Published: Jun 2019 in PROCEEDINGS OF THE ACM SIGCHI SYMPOSIUM ON ENGINEERING INTERACTIVE COMPUTING SYSTEMS (EICS)
DOI: 10.1145/3319499.3328235

501. 10.11 10,00 13 133.0020200

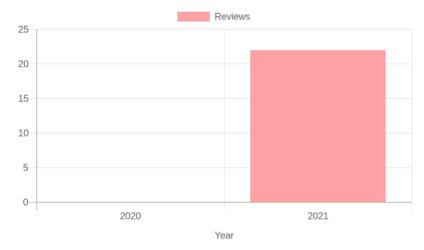
# Intensifying the lifetime of Wireless Sensor Network Using a Centralized Energy Accumulator Node with RF Energy Transmission

Published: Jun 2015 in SOUVENIR OF THE IEEE INTERNATIONAL ADVANCE COMPUTING CONFERENCE (IACC)

DOI: 10.1109/IADCC.2015.7154694

# Verified reviews

#### **REVIEW SUMMARY**



#### REVIEWER SUMMARY

For manuscripts reviewed from date range January 2015 - September 2021



#### 22 REVIEWS OF 14 MANUSCRIPTS

From date range January 2015 - September 2021

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3 rounds from Jul 2021 to Sep 2021 for Applied Sciences		
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2 rounds from Jul 2021 to Sep 2021 for Vehicles		
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Reviewed: Aug 2021 for Applied Sciences		
Reviewed: Aug 2021 for ACM Symposium on Virtual Reality Software and Technology		
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Reviewed: Aug 2021 for Al		
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Reviewed: Jul 2021 for Sensors		
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Reviewed: Jun 2021 for Applied System Innovation		
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2 rounds from May 2021 to Jun 2021 for Sustainability		
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Reviewed: May 2021 for Sensors		
3 rounds from Apr 2021 to May 2021 for Sensors		
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Reviewed: May 2021 for Sensors		
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- Reviewed: Mar 2021 for Applied Sciences		
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