

KUNHO KIM (김건호)

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[Personal Page](#) [Github](#) [Google Scholar](#)

EDUCATION

KAIST (Korea Advanced Institute of Science and Technology)

M.S. in Computer Science

Mar. 2022 - Feb. 2024

Daejeon, South Korea

- Advisor: [Minhyuk Sung](#)

KAIST (Korea Advanced Institute of Science and Technology)

B.S. in Electronical Engineering
Double Major in Comuputer Science

Mar. 2017 - Feb. 2022

Daejeon, South Korea

PUBLICATIONS

* denotes equal contribution

† denotes corresponding author

- [1] **EditCrafter: Tuning-free High-Resolution Image Editing via Pretrained Diffusion Model**
Kunho Kim, Sumin Seo, Yongjun Cho, Hyungjin Chung
Under review
- [2] **GOATex: Geometry & Occlusion-Aware Texturing**
Hyunjin Kim*, **Kunho Kim***, Adam Lee, Wonkwang Lee[†]
NeurIPS 2025
[\[Project page\]](#) [\[Paper\]](#)
- [3] **StyleMVD: Tuning-Free Image-Guided Texture Stylization by Synchronized Multi-View Diffusion**
Kunho Kim, Sanghyeon An, Minhyuk Sung
Accepted to the ECCV CV4Metaverse 2024 Workshop but later withdrawn
- [4] **As-Plausible-As-Possible: Plausibility-Aware Mesh Deformation Using 2D Diffusion Priors**
Seungwoo Yoo*, **Kunho Kim***, Vladimir Kim, Minhyuk Sung
CVPR 2024
[\[Project page\]](#) [\[Paper\]](#) [\[Code\]](#)
- [5] **SyncDiffusion: Coherent Montage via Synchronized Joint Diffusions**
Yuseung Lee, **Kunho Kim**, Hyunjin Kim, Minhyuk Sung
NeurIPS 2023
[\[Project page\]](#) [\[Paper\]](#) [\[Code\]](#)
- [6] **OptCtrlPoints: Optimizing Control Points for Biharmonic 3D Shape Deformation**
Kunho Kim*, Mikaela Angelina Uy*, Despoina Paschalidou, Alec Jacobson, Leonidas Guibas, Minhyuk Sung
Computer Graphics Forum (Proc. **Pacific Graphics 2023**)
[\[Project page\]](#) [\[Paper\]](#) [\[Code\]](#) [\[Video\]](#) [\[Slides\]](#)

AWARDS AND HONORS

Outstanding Master's Thesis Award

KAIST, Korea

Feb. 2024

Outstanding Leadership & Service Award

KAIST, Korea

Feb. 2022

ACADEMIC SERVICE

Conference Reviewer: NeurIPS 2024, ICLR 2025, ICML 2025, NeurIPS 2025, SIGGRAPH Asia 2025, AAAI 2026, ICLR 2026

Workshop Reviewer: CVPR 2025 Multimodal Learning and Applications

Others: Pacific Graphics 2023 Presentor, Student Volunteer

WORK EXPERIENCES

NCAI, AI Researcher

Sep.2025 - now

- Develop fashion domain specific image/video generation models (VARCO Art Fashion)

RebuilderAI, AI Researcher

Mar.2024 - Sep.2025

- Develop a demo of a manufacturing alignment solution to validate industrial assembly workflows.
- Develop a Text-to-Panorama demo, enabling panoramic image synthesis from textual prompts.
- Develop and deploy a Text-to-3D production service.
- Develop and deploy a mesh stylization production service; authored the paper StyleMVD: Tuning-Free Image-Guided Mesh Texture Stylization by Synchronized Multi-View Diffusion (Accepted to ECCV 2024 CV4Metaverse Workshop).
- Develop an end-to-end image generation training pipeline, including custom dataset collection, annotation, and Semantic Segmentation ControlNet model training.
- Lead a project on figure manufacturing cost prediction and figure generation, overseeing research planning and model development. (Image-to-3D, Skeleton-based mesh deformation)

Mathpang, ML Engineer

Aug.2021 - Jan.2022

- In charge of TIPS government support tasks, establishing ML pipeline (Recommendation system & NLP)

Kohyoung, Machine Intelligence Team Intern

Sep.2019 - Feb.2020

- Develop an anomaly detection simulator through machine learning

DHive, Deep Learning Developer

Sep.2019 - Jul.2020

- Study on object detection and automatic avoidance algorithms in UAV
- Develop an emergency situation notification system in CCTV using object detection and optical flow

RESEARCH EXPERIENCES

KAIST Visual AI Group, Undergraduate Research Intern

Dec.2021 - Feb.2022

- Advisor: Minhyuk Sung

KAIST Urban Robotics Lab, Undergraduate Research Intern

Dec.2020 - Jun.2021

- Advisor: Hyun Myung
- Study on the last-mile system (PCL, LiDAR, Segmentation etc.)

DataStreams, Industry-Academia Research Intern

Sep.2020 - Feb.2021

- Advisor: Okjoo Choi
- Data to knowledge - Text data visualization with entity linking

KI4AI , Undergraduate Research Intern	<i>Sep.2020 - Dec.2020</i>
<ul style="list-style-type: none"> • Preprocess voice data and study on the emotional TTS model using Tacotron 	
KAIST Robot Intelligence Technology Lab , Undergraduate Research Intern for COOP	<i>Jul.2019 - Aug.2019</i>
<ul style="list-style-type: none"> • Advisor: Jonghwan Kim • Study on the basic machine learning and data visualization 	
DHive , CUOP Intern	<i>Jun.2019 - Aug.2019</i>
<ul style="list-style-type: none"> • Develop a modular AI prototype tool based on embedded OS using Docker – Object detection on Raspberry Pi3 	
KAIST NMAIL , Undergraduate Research Intern	<i>May.2019 - Aug.2019</i>
<ul style="list-style-type: none"> • Advisor: Byunghyung Kim • Face generation - Create realistic face that look older with deep learning 	

TEACHING EXPERIENCES

Teaching Assistant (CS380) Introduction to Computer Graphics, KAIST	<i>Mar.2023 - Jun.2023</i>
(CS479) Machine Learning for 3D Data, KAIST	<i>Sep.2023 - Dec.2023</i>
Counseling Assistant KAIST Computer Science	<i>Sep.2023 - Feb.2024</i>

OTHER EXPERIENCES

FLOATIC , Outsourcing	<i>Aug.2021</i>
<ul style="list-style-type: none"> • 3D modeling of robot logistics ware house map (Unity) 	
KAIST ICN Lab , Outsourcing	<i>Feb.2021 - Mar.2021</i>
<ul style="list-style-type: none"> • Develop an interactive software app for evaluating children's cognitive abilities (Android) 	
KAIST App Start-up Program , Excellent Prize	<i>Dec.2020- Apr.2021</i>
<ul style="list-style-type: none"> • Deploy the weight management app “Minimum” (Design and iOS) 	
Naver AI Burning Day , Advance to the Finals	<i>Feb.2020</i>
<ul style="list-style-type: none"> • Develop the personalized AI English tutor “MAMAGO” Using Naver translated Papago API 	
Prography , IT union club 5th member	<i>Sep.2019 - Feb.2020</i>
<ul style="list-style-type: none"> • Deploy the weather based AI style coordination recommendation app “FASH” (iOS) 	
KAIST Mad Camp , Participant	<i>Dec.2018 - Feb.2019</i>
<ul style="list-style-type: none"> • Develop a live text editor using socket communication (Android, Java) • Develop the rhythm game “Rhythm is life” (Unity, C#) • Develop the racing game “Lego Racer” (Unity, C#) • Develop a song lyrics generation system using Char-RNN model (Tensorflow, Python) 	

PROJECTS

CMTP, KAIST CS470 Introduction to Artificial Intelligence

Fall 2020

- Develop a vehicle trajectory prediction model using deep learning

Zoomtopia, KAIST CS374 Introduction to HCI

Spring 2020

- Develop the web page for short term room rental

Dropfile, KAIST CS372 Natural Language Processing with Python

Spring 2020

- Develop the system that automatically finds the directory for new downloaded files

LEADERSHIP

Graduate Student Representative, KAIST Computer Science

Mar.2022 - Aug.2022

Club President, KAIST Leadership Executing Team (K-LET)

Mar.2021 - Aug.2021

SKILLS

Languages

Korean (Native), English (Middle)

Programming Languages

Python, JavaScript, C, C++, C#, HTML/CSS, Kotlin, Swift

Frameworks

Pytorch, Blender, MeshLab, Tensorflow, Docker, ReactJS