

# Woojin Cho

## CV/AR Engineer

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### Skills

Programming	Python, C#, C++, Matlab, TensorFlow, PyTorch, Unity 3D
Applications	On-HMD projects, Multi-camera system, 3D Hand Tracking, Hand Interaction, 3D Model Fitting, Semantic Segmentation, Object Detection, Depth Inpainting, CNN, GAN, GCN, LSTM, Embedded System Integration, GPU Optimization, Dataset Acquisition

### Education

2019-2025	<b>Korea Advanced Institute of Science and Technology PhD Culture Technology</b>  Dissertation: "Temporally Enhanced Hand Tracking for Object-dependent Hand Interaction on Wearable AR" Committee: Woontack Woo
2017-2019	<b>Korea Advanced Institute of Science and Technology MS Culture Technology</b>  Dissertation: "3D Object-grabbing Hand Tracking based on Prior Knowledge of Grasp" Advisor: Woontack Woo
2013-2017	<b>Korea Advanced Institute of Science and Technology BS Mechanical Engineering</b>

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### Research experience

2017-2025	<b>Korea Advanced Institute of Science and Technology, Research Assistant</b> , KAIST UVR Lab., Daejeon, KR <ul style="list-style-type: none"><li>• Several projects on Augmented/Virtual Reality</li><li>• Working with Computer Vision / Machine Learning; Real-time methods, Optimization, Tracking, Datasets, GAN, GCN, etc.</li><li>• Experience with existing Head-mounted Displays and practical utilization</li></ul>
2019-2020	<b>CMU Intensive Program in Artificial Intelligence</b> , Carnegie Mellon University, Pittsburgh, US <ul style="list-style-type: none"><li>• Short-term Project Managing</li><li>• CMU lectures on Computer Vision / Artificial Intelligence</li></ul>

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## Research projects

2023-2024	<b>2023 Artificial Intelligence Training Dataset Construction Project</b> <ul style="list-style-type: none"><li>• Lead a multi-company collaboration, managing all aspects to achieve shared objectives</li><li>• Hand-Object Interaction, Optimization-based Dataset Generation</li></ul>
2024-	<b>Real-time XR Interface Technology for Environmental Adaptation</b> <ul style="list-style-type: none"><li>• Developed the core tracking system foundational to Human-Object interactions</li><li>• Meta Object, Human-Scene-Object Interaction</li></ul>
2019-2024	<b>WISE AR UI/UX Platform Development for Smartglasses</b> <ul style="list-style-type: none"><li>• Developed a hand tracking system on AR HMD to enable responsive interaction</li><li>• Applicable HMD projects, Smart AR Interface</li></ul>
2017-2020	<b>Development of Hyper-realistic Remote Virtual Interaction Technology</b> <ul style="list-style-type: none"><li>• Contribute to a 3D tracking system for the project</li><li>• Tele-presence, Human 3D Tracking</li></ul>

## Publications

2019-2024	<b>Journal publications</b> <p><b>Cho, Woojin</b>, et al. "Temporally enhanced graph convolutional network for hand tracking from an egocentric camera." <i>Virtual Reality</i> 28.3 (2024): 1-18.</p> <p>조우진, 박갑용, 우운택. "깊이 정보 재구성 및 물체의 사전 지식에 기반한 물체를 쥐 손의 자세 추적", <i>정보과학회논문지</i> 46.7 (2019):673-681</p>
2017-2024	<b>Conference papers</b> <p><b>Cho, Woojin</b>, et al. "Dense Hand-Object (HO) GraspNet with Full Grasping Taxonomy and Dynamics." <i>European Conference on Computer Vision(ECCV)</i>. Cham: Springer Nature Switzerland, 2024.</p> <p>Song, Hail, Boram Yoon, <b>Woojin Cho</b>, Woontack Woo. "RC-SMPL: Real-time cumulative SMPL-based avatar body generation." <i>2023 IEEE International Symposium on Mixed and Augmented Reality (ISMAR)</i>. IEEE, 2023.</p> <p><b>Cho, Woojin</b>, Gabyong Park, and Woontack Woo. "Bare-hand depth inpainting for 3d tracking of hand interacting with object." <i>2020 IEEE International Symposium on Mixed and Augmented Reality (ISMAR)</i>. IEEE, 2020.</p>

**Cho, Woojin**, Gabyong Park, and Woontack Woo. "Tracking an object-grabbing hand using occluded depth reconstruction." 2018 IEEE International Symposium on Mixed and Augmented Reality Adjunct (ISMAR-Adjunct). IEEE, 2018.

**조우진**, 박갑용, 우운택. "깊이 정보 복원을 이용한 입자 군집 최적화 기법 기반의 물체와 상호작용하는 손 자세 추적", 한국정보과학회, 2018

Jung, Whie, **Woojin Cho**, Hayun Kim, Woontack Woo. "Boosthand: Distance-free object manipulation system with switchable non-linear mapping for augmented reality classrooms." 2017 IEEE International Symposium on Mixed and Augmented Reality (ISMAR-Adjunct). IEEE, 2017.

## Patents

2024	우운택, 조우진, 하태욱, 전익범, 전진우(2024), "적응적 시간 정보가 적용된 그래프 컨볼루션 네트워크를 이용한 자가 시점 카메라 기반 실시간 손 추적 기술", 10-2024-0164445
2020	우운택, 조우진, 박갑용(2020), "물체와 상호작용하는 손의 추적을 위한 맨손 깊이 인페인팅 방법 및 시스템", 10-2020-0154704

## Honors and awards

2018	<b>Best Paper Award, Korea Software Congress 2018</b>
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## References

Dr. Woontack Woo	Ubiquitous Virtual Reality Lab, Graduate School of Culture Technology, KAIST wwoo@kaist.ac.kr
Dr. Tae-Kyun Kim	Computer Vision and Learning Lab, School of Computing, KAIST kimtaekyun@kaist.ac.kr