

# Youngjoong Kwon

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Research Interests	Human Performance Capture, Neural Rendering, 3D Reconstruction	
Education	<b>University of North Carolina at Chapel Hill</b>	Aug. 2018 – Present
	<i>Ph.D. Student</i>	North Carolina, United States
	<i>Advisor: Prof. Henry Fuchs</i>	
	<b>University of North Carolina at Chapel Hill</b>	April. 2020
	<i>M.S. Science</i>	North Carolina, United States
	<i>Advisor: Prof. Henry Fuchs</i>	
	<b>Yonsei University</b>	Mar. 2015 – Aug. 2017
	<i>B.S. Engineering</i>	Seoul, South Korea
	<i>Major: Computer Science and Engineering</i>	
Publications	<i>Transferred from Ewha Womans University (Mar. 2012 – Feb. 2015)</i>	
	<b>Youngjoong Kwon</b> , Stefano Petrangeli, Dahun Kim, Haoliang Wang, Viswanathan Swaminathan, Henry Fuchs, Tailor Me: An Editing Network for Fashion Attribute Shape Manipulation, In <b>WACV 2022</b>	
	<b>Youngjoong Kwon</b> , Dahun Kim, Duygu Ceylan Henry Fuchs, Neural Human Performer: Learning Generalizable Radiance Fields for Human Performance Rendering, In <b>NeurIPS 2021 (Spotlight)</b> (Acceptance: < 3.0%) [paper] [project]	
	<b>Youngjoong Kwon</b> , Stefano Petrangeli, Dahun Kim, Haoliang Wang, Henry Fuchs, Viswanathan Swaminathan, Rotationally-Consistent Novel View Synthesis for Humans, In <b>ACM MM 2020</b> (Acceptance: 472/1698 $\approx$ 27.8%) [paper]	
	<b>Youngjoong Kwon</b> , Stefano Petrangeli, Dahun Kim, Haoliang Wang, Eunbyung Park, Viswanathan Swaminathan, Henry Fuchs, Rotationally-Temporally Consistent Novel View Synthesis of Human Performance Video, In <b>ECCV 2020 (Spotlight)</b> (Acceptance: 265/5025 $\approx$ 5.3%) [paper] [data]	
	<b>Young-Joong Kwon</b> , Dae-Yong Kim, In-Kwon Lee, Real-time Animation of Rain-wet Cloth Material, In <b>CASA 2017</b> [paper]	
Research Experiences	<b>Max Planck Institute for Informatics</b> Visual Computing and Artificial Intelligence <i>Research Intern</i>	May. 2022 – Present Saarbrücken, Germany

	<b>Adobe Research</b> Real-time Algorithms Lab <i>Research Intern</i>	June. 2019 – Nov. 2020 California, United States
<b>Talk</b>	<b>Learning to Create Digital Humans</b> The University of British Columbia, hosted by Prof. Helge Rhodin Max Planck Institute for Intelligent Systems, hosted by Yuliang Xiu	2022 2022
<b>Reviewer</b>	CVPR 2022, ECCV 2022, 3DV 2022	
<b>Extracurricular Activities</b>	<b>Unreal Engine Wiki Editor</b> Epic Games, <i>Supporter</i>	Sep. 2017 – Present