

Youngjoong Kwon

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<https://youngjoongunc.github.io>

Research Interests	Neural Rendering, 3D reconstruction, Virtual Humans	
Education	University of North Carolina at Chapel Hill	Aug. 2018 – Present
	<i>Ph.D. Student</i>	North Carolina, United States
	<i>Advisor: Prof. Henry Fuchs</i>	
	Yonsei University	Mar. 2015 – Aug. 2017
	<i>B.S. Engineering</i>	Seoul, South Korea
	<i>Major: Computer Science and Engineering</i>	
	Ewha Womans University	Mar. 2012 – Feb. 2015
	<i>Major: Computer Science and Engineering</i>	Seoul, South Korea
Publications	Youngjoong Kwon , Stefano Petrangeli, Dahun Kim, Haoliang Wang, Viswanathan Swaminathan, Henry Fuchs, Tailor Me: An Editing Network for Fashion Attribute Shape Manipulation, In WACV 2022	
	Youngjoong Kwon , Dahun Kim, Duygu Ceylan Henry Fuchs, Neural Human Performer: Learning Generalizable Radiance Fields for Human Performance Rendering, In NeurIPS 2021 (Spotlight) (Acceptance: < 3.0%) [paper] [project]	
	Youngjoong Kwon , Stefano Petrangeli, Dahun Kim, Haoliang Wang, Henry Fuchs, Viswanathan Swaminathan, Rotationally-Consistent Novel View Synthesis for Humans, In ACM MM 2020 (Acceptance: 472/1698 \approx 27.8%) [paper]	
	Youngjoong Kwon , Stefano Petrangeli, Dahun Kim, Haoliang Wang, Eunbyung Park, Viswanathan Swaminathan, Henry Fuchs, Rotationally-Temporally Consistent Novel View Synthesis of Human Performance Video, In ECCV 2020 (Spotlight) (Acceptance: 265/5025 \approx 5.3%) [paper] [data]	
	Young-Joong Kwon , Dae-Yong Kim, In-Kwon Lee, Real-time Animation of Rain-wet Cloth Material, In CASA 2017 [paper]	
Research Experiences	Adobe Research	June. 2019 – Nov. 2020
	Real-time Algorithms Lab <i>Research Intern</i>	California, United States
	University of North Carolina at Chapel Hill	Aug. 2018 – Present

Telepresence Laboratory
Research Assistant

North Carolina, United States

**Extracurricular
Activities**

Unreal Engine Wiki Editor
Epic Games, *Supporter*

Sep. 2017 – Present