

# Yongjun Choi

[E-mail](#) | [Website](#) | [Github](#) | [LinkedIn](#)

## RESEARCH INTEREST

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### Computer Vision & Multi-modal Learning

Audio-Visual Learning; Generative Models (Diffusion); Video Understanding; 3D Scene Understanding  
3D Vision and Robotics applications

## EDUCATION

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**Ulsan National Institute of Science and Technology (UNIST)** Mar. 2024 – Aug. 2026(Expected)  
*M.S. in Artificial Intelligence (GPA: 4.03/4.3)* Ulsan, South Korea  
*Advisor: Prof. Kyungdon Joo*

**University Of Seoul** Mar. 2018 – Feb. 2024  
*B.S. in Electrical And Computer Engineering (GPA: 3.98/4.5)* Seoul, South Korea

## PUBLICATIONS

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### AnyBald: Toward Realistic Diffusion-Based Hair Removal In-The-Wild

Yongjun Choi\*, Seungoh Han\*, Soomin Kim, Sumin Son, Mohsen Rohani, Edgar Maucourant, Dongbo Min, Kyungdon Joo  
*The IEEE/CVF Winter Conference on Applications of Computer Vision (WACV) 2026 · \*Equal contribution*

### RAC-VAD: Reference-Guided Temporal Alignment and Pairwise Comparison for Video Anomaly Detection in Display Inspection

Yongjun Choi, Gyeongsu Cho, Jinhyeok Kim, Changsu Ha, Sanggyu Biern, Kyungdon Joo  
*Submitted to IEEE Transactions on Circuits and Systems for Video Technology (TCSVT), 2025 (Under Review)*

### Demonstrating a Vision-Based AI Robot for Strategic Board Games

Taehwan Kim\*, Dokeun Lee\*, Seonghyeon Kim\*, Yongjun Choi\*, Sungjun Heo, Thi Thuy Ngan Duong, Kyungdon Joo, Namhun Kim, Jeong hwan Jeon, Hyemin Ahn  
*Technical Report · \*Equal contribution*

## SELECTED PROJECTS

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### Realistic Hair Removal and Reconstruction in Images 2025

- Developed a robust hair removal framework primarily designed for hair transfer applications, enabling realistic and consistent bald rendering across diverse scenarios
- Served as the technical lead in implementing the core diffusion-based model and proposing the initial data augmentation pipeline for robust training
- Research project (Collaborated with Modiface)

### Detecting Anomalies from normal videos 2024

- Developed a video anomaly detection system for industrial display inspection, ensuring stable defect detection during long-term multi-device operation
- Served as the technical lead, spearheading the implementation of the core proposed method and conducting all major experiments
- Industrial project (Funded by Samsung Electronics)

### Gomoku AI: Demonstrating a Vision-Based AI Robot for Board Games 2024

- Built a vision-based human-robot interaction system for playing Gomoku, integrating real-time perception, RL-based decision-making, and robotic arm control
- Responsible for the entire vision module, developing the perception system that enables the robot to recognize and understand the full game state
- HRI course final project

## Lang-Grouping: Object-centric semantic grouping for 3D scenes

Apr. 2024 – Jun. 2024

- Designed an object-level language–3D scene understanding framework, reducing inference time compared to LangSplat
- Proposed an object-centric contrastive learning approach to enhance multi-view consistency for CLIP feature distillation in Gaussian Splatting
- 3D Vision course final project

## RESEARCH EXPERIENCE

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### Visiting Student

Jan. 2025 – Jul. 2025

*CARTE, MIE, University of Toronto*

*Toronto, Canada*

- Selected for University of Toronto AI Convergence Education Program (Supported by IITP, Korea)
- Special MEng student at MIE – completed 4 graduate-level courses with a GPA of 3.95/4.0
- Conducted research project on realistic hair removal and reconstruction on images - Collaborated with Modiface (mentor: Edgar Maucourant and Mohsen Rohani)

### Graduate Research Assistant

Jan. 2024 – Present

*3D Vision and Robotics Lab, UNIST*

*Ulsan, South Korea*

- Language-guided 3D scene understanding, Video understanding, image manipulation
- Conducted industrial project with Samsung Electronics

### Software Developer Intern

Jun. 2023 – Aug. 2023

*UPSIGHT Co., Ltd*

*Seoul, South Korea*

- Contributed to developing a building crack detection model integrated into diagnostic processes
- Participated in the initial development of a landlord–tenant community app using Flutter

### Undergraduate Research Internship

Feb. 2022 – June. 2023

*Computer Vision Lab, University of Seoul*

*Seoul, South Korea*

- Researched Plant Classification and Class Activation Mapping (CAM)
- Studied deep learning theory & latest related papers

## AWARDS & HONORS

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### 3rd Place, Syncathon Season 3 (AI development competition)

2023

*Team finSET, served as team leader*

### 3rd Place, Spatial Convergence Big Data Idea Competition

2023

*Proposed core concept as part of the team*

### 3rd Place, Engineering Mathematics Competition, University of Seoul

2021–2023

*Awarded for three consecutive years*

### 3rd Place, AWS DeepRacer Competition, BigData Winter Camp

2022

*Hosted by Big Data Innovation Convergence*

## TEACHING EXPERIENCE

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### Teaching Assistant, UNIST

Sep. 2024 – Dec. 2024

*Introduction to AI Programming II*

### Teaching Assistant, UNIST

Jul. 2024

*Kyungnam Novatus Academia*

## SKILLS

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**Languages:** Korean (Native), English (Proficient)

**Programming:** Python (*Proficient*); C++, Dart, JavaScript (*Prior Experience*)

**Framework & Library:** PyTorch, NumPy, OpenCV; Flutter, React (*Prior Experience*)

**Other Tools:** Git, Docker, WandB, LaTeX; Figma (*Prior Experience*)

## REFERENCE

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**Prof. Kyungdon Joo**, Professor, UNIST

Relationship: M.S. Advisor

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