

HYUNGJUN DOH

Master's Thesis Track

PROFILE

Deep Learning researcher specializing in **3D/4D Reconstruction**, with a focus on **Human-Object Interaction** and **4D Scene Editing**. Experienced in Human-Computer Interaction research within virtual and augmented reality. Expertise includes integrating **Gaussian Splatting**, Diffusion Models, and Neural Fields to improve the fidelity of 3D object reconstruction, driving innovation in Robotics, XR, and Digital Twins.

CONTACT DETAILS

- ✉ Email: hdoh@purdue.edu
- LinkedIn [\[Icon\]](#) Google Scholar [\[Icon\]](#)
- Homepage [\[Icon\]](#) Github [\[Icon\]](#)

ACADEMIC ACTIVITIES

Reviewer

- Conferences: CHI (2025)

Teaching

- **Graduate** Teaching Assistant
 - ECET 34900 (Fall 2025)
Advanced Digital Systems
 - ECET 33900 (Fall 2025)
Digital Signal Processing
 - MA 16200 (Spring 2025)
Calculus II
 - MA 16500 (Fall 2024)
Calculus I
- **Undergraduate** Teaching Assistant
 - ECE 57000 (Fall 2023)
Artificial Intelligence

Leadership

- Student Organization **President**
KSEA YG Purdue
(2021-2022, Purdue)

AWARD & HONORS

- **Scholarship**, Howard J. Heim Memorial Scholarship: ECE Great Work Award (Spring 2023, Purdue University)
- **Fellowship**, Summer Undergraduate Research Fellowship (SURF) (Summer 2023, Purdue University)
- **Dean's List**, Purdue Dean's List, 2018–2023
- **Honors**, Purdue Semester Honors, 2019–2023

SKILLS

- **Python, C/C++**, C#, Java, Verilog
- **Pytorch, OpenCV**
- **Linux**, Git, VSCode
- **MATLAB**, Unity, Blender, Houdini,

EDUCATION

PURDUE UNIVERSITY

Master's in Electrical and Computer Engineering

- Overall GPA: 3.90 / 4.00
- Advisor: Dr. Karthik Ramani (*Convergence Design Lab*)
- *3D Computer Vision: Human-Object Interaction Reconstruction, 4D Editing, and Extended Reality*

West Lafayette, IN

2024–Present

PURDUE UNIVERSITY

Bachelor of Science in Computer Engineering

- Dean's List (Overall GPA: 3.60 / 4.00)
- Two years of military service (2019–2021)

West Lafayette, IN

2018–2023

EXPERIENCE

MASTER'S - PURDUE UNIVERSITY

West Lafayette, IN

RESEARCH ASSISTANT (ADVISOR: DR. KARTHIK RAMANI)

Aug. 2024 – Present

- Proposed a training-free text-driven 4D scene editing with 4D Gaussian Splatting, ensuring spatial and temporal consistency in a multi-view video setting. [Submitted to CVPR 2026] → **[C4]**
- Presented a template-free occlusion identification method and a temporally consistent amodal completion pipeline for 3D Human-Object Interaction reconstruction. [ACM MM 2025] → **[C3]**
- Developed a Unity-based AR interface to enable the authoring of context-aware instructions, and implemented a custom evaluation platform to conduct user validation studies. [CHI 2025] → **[C2]**
- Implemented an MR interface for learning assembly tasks with visual representations of causal relationships, effectively enhancing user comprehension. [TVCG] → **[J2]**

YONSEI UNIVERSITY & YEUNGNAK UNIVERSITY

Seoul, Korea

RESEARCH INTERN (ADVISOR: DR. JEONG HOON BYEON)

Jan. 2024 – July. 2024

- Implemented an autonomous tracking system by fine-tuning a YOLOv8 model to monitor lizard motion and plant growth dynamics in aerosol-exposed environments.

UNDERGRADUATE RESEARCH - PURDUE UNIVERSITY

West Lafayette, IN

RESEARCH ASSISTANT (ADVISOR: DR. KARTHIK RAMANI)

Jan. 2023 – Dec. 2023

- Conducted a review of 51 Generative AI papers and defined the Output Modalities dimension in a novel human-GenAI interaction taxonomy. [Preprint] → **[J1]**
- Developed a gesture-controlled AR presentation interface to evaluate the impact of AI-generated multi-modal content on storytelling and user perception. (SURF) → **[C1]**

VERTICALLY INTEGRATED PROJECTS - PURDUE UNIVERSITY

West Lafayette, IN

TEAM LEADER (ADVISOR: DR. MOHAMMAD JAHANSIHI)

Aug. 2022 - May. 2023

- Implemented a semantic segmentation network to detect defects on construction sites.
- Generated 56 cracks and scratches datasets, each comprising 308 images, using the Houdini.

REPUBLIC OF KOREA ARMY

Daegu, Korea

TRAINING INSTRUCTOR - SQUAD LEADER

Aug. 2019 - March. 2021

- Served in a Recruit Training Battalion, responsible for training recruits, organizing drill plans and ensuring adherence to safety protocols and guidelines.
- Led a team of 18 experienced drill instructors and trained approximately 2100+ army recruits.

PUBLICATION

- **[C4]** **H. Doh** et al., Dynamic-eDiTor: Training-Free Text-Driven 4D Scene Editing with Multimodal Diffusion Transformer, *CVPR 2026*. **[Under Review]** [\[Link\]](#)
- **[C3]** **H. Doh** et al., Occlusion-Aware Temporally Consistent Amodal Completion for 3D Human-Object Interaction Reconstruction, *ACM MM 2025*. **[Published]** [\[Link\]](#)
- **[C2]** J. Shi*, R. Jain*, S. Chi*, **H. Doh** et al., CARING-AI: Towards Authoring Context-aware Augmented Reality INstruction through Generative Artificial Intelligence, *CHI 2025*. **[Published]** [\[Link\]](#)
- **[C1]** **H. Doh** et al., An Exploratory Study on Multi-modal Generative AI in AR Storytelling, *arXiv*. [preprint]
- **[J2]** R. Jain*, J. Shi*, A. Benton, M. Rasheed, **H. Doh** et al., Visualizing Causality in Mixed Reality for Manual Task Learning: Exploratory Study, *TVCG*. **[Published]** [\[Link\]](#)
- **[J1]** J. Shi*, R. Jain*, **H. Doh** et al., An HCI-Centric Survey and Taxonomy of Human-GenAI Interactions, *arXiv*. [preprint] [\[Link\]](#)