

Jueun Kim

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EDUCATION

Yonsei University (Cumulative(Major) GPA: 4.05(4.08)/4.3)
B.S. in Computer Science.

Seoul, Republic of Korea
March. 2021 - Present

EXPERIENCE

Research Intern (Advisor: Prof. Youngwoon Lee)
Yonsei AI

July. 2024 - present

Research Intern (Advisor: Prof. Eunho Yang)
KAIST AI

Dec. 2023 – Feb.2024

Gyeonggi-do, Republic of Korea

- Joined a 3d video generation task using 2d stable diffusion model and Neural Implicit reconstruction model like NeRF.

Visiting Scholar
Purdue University

June. 2023 – Sep.2023

West Lafayette, IN

- Research on 3D visual implicit RGB - SLAM

AWARDS AND HONORS

Great Honor
Yonsei University

2022-1

Honor
Yonsei University

2023-2

Merit-based Scholarship
Yonsei University

Dec 2022, Jan 2023, March 2023, Dec 2023, June 2024

PROJECTS

Meetable | *React, JavaScript, CSS*

Sep. 2023 – Present

- Developed a website for making appointments among many people and for a personal calander.
[Link for meetable](#)
- Front-engineer

WakeUpFromNightmare | *OpenGL, C++*

Mar. 2024 – June. 2024

- OpenGL-based horror game. User must escape the room after finding three keys.
- [Link for the video demo](#)

RGB-SLAM | *Python, Pytorch*

Dec 2023 - Feb 2024

- Worked on dense, visual SLAM(Simultaneous Localization and Mapping). We changed the model architecture of RGB-D visual SLAM into RGB visual SLAM which does not require the Depth data anymore.

3D conditioned Relighting | *Python, Pytorch*

May 2023

- Combination of S3-NeRF (Neural Reflectance Field from Shading and Shadow under a Single Viewpoint) and SDPS Net (Selfcalibrating Deep Photometric Stereo Networks) for a single-view multi-light relighting task under unknown lighting conditions / Participated in YAICON (an internal academic contest)

YouTube Thumbnail-Based Video Categorization Project | *Python, Pytorch*

Dec 2022

- Utilized the YouTube API to collect thumbnail data labeled by genre, and trained the model based on Efficient-Net to estimate the genre of videos.

RELEVANT COURSEWORK

Deep Learning

Computer Vision, Machine Learning, Linear Algebra, Mathematical Problems in Deep Learning, Natural Language Processing, Reinforcement Learning

Programming

Object-Oriented Programming, Data Structures, Logic Circuit Design, Software Engineering, Operating System, Architecture of Computer, Computer Graphics

TECHNICAL SKILLS

Languages: Python, C/C++, SQL (Postgres), JavaScript, HTML/CSS

Frameworks: OpenGL, React, Pytorch, Tensorflow