# Minhyuk Sung

# Assistant Professor, School of Computing, KAIST

N1, Room 607 Phone: +82-42-350-3587
291 Daehak-ro, Yuseong-gu Email: mhsung@kaist.ac.kr
Daejeon, 34141, Republic of Korea Website: https://mhsung.github.io

### Research Interests

3D Machine Learning, Geometry Processing, Computer Graphics, Computer Vision.

#### Education

2013 - 2019	Ph.D. in Computer Science,
	Stanford University
	Stanford, CA, USA
	Dissertation: Learning and exploring the compositional structure of 3D data
	Advisor: Leonidas Guibas
2008 - 2010	Master of Science in Computer Science,
	Korea Advanced Institute of Science and Technology (KAIST)
	Daejeon, South Korea
	Thesis: A Spectral Approach to Shape Matching Using a Heat Kernel Function Advisor: Sung Yong Shin
2004 - 2008	Bachelor of Science in Computer Science,
200. 2000	Korea Advanced Institute of Science and Technology (KAIST)
	Daejeon, South Korea
	Top Rank in Computer Science Department

### **Employment**

Assistant Professor School of Computing, KAIST, Daejeon, Republic of Korea	Jan 2021 - Present
Research Scientist Adobe Research, San Jose, CA, USA	Oct 2019 - Dec 2020
Research Intern Autodesk Research, San Francisco, CA, USA	Jun 2017 - Sep 2017
Research Intern Adobe Research, Seattle, WA, USA	Jun 2016 - Sep 2016
Research Intern Google, Mountain View, CA, USA	Jun 2015 - Sep 2015
Research Intern Google, Mountain View, CA, USA	Jun 2014 - Sep 2014
Researcher Imaging Media Research Center (IMRC) Korea Institute of Science and Technology (KIST), Seoul, South Korea	Mar 2010 - Jul 2013

#### **Publications**

1. DeepMetaHandles: Learning Deformation Meta-Handles of 3D Meshes with Biharmonic Coordinates

Minghua Liu, **Minhyuk Sung**, Radomír Měch, Hao Su CVPR 2021 (Oral)

2. MultiBodySync: Multi-Body Segmentation and Motion Estimation via 3D Scan Synchronization Jiahui Huang, He Wang, Tolga Birdal, Minhyuk Sung, Federica Arrigoni, Shi-Min Hu, Leonidas Guibas CVPR 2021 (Oral)

3. Joint Learning of 3D Shape Retrieval and Deformation

Mikaela Angelina Uy, Vladimir G. Kim, **Minhyuk Sung**, Noam Aigerman, Siddhartha Chaudhuri, Leonidas Guibas CVPR 2021

4. DeformSyncNet: Deformation Transfer via Synchronized Shape Deformation Spaces

Minhyuk Sung\*, Zhenyu Jiang\*, Panos Achlioptas, Niloy J. Mitra, Leonidas J. Guibas (\* Equal contribution) SIGGRAPH Asia 2020

5. Deformation-Aware 3D Shape Embedding and Retrieval

Mikaela Angelina Uy, Jingwei Huang, **Minhyuk Sung**, Tolga Birdal, Leonidas Guibas ECCV 2020

6. Neural Geometric Parser for Single Image Camera Calibration

Jinwoo Lee, **Minhyuk Sung**, Hyunjoon Lee, Junho Kim ECCV 2020

7. Pix2Surf: Learning Parametric 3D Surface Models of Objects from Images

Jiahui Lei, Srinath Sridhar, Paul Guerrero, Minhyuk Sung, Niloy Mitra, Leonidas Guibas ECCV 2020

8. Learning 3D Part Assembly from a Single Image

Yichen Li\*, Kaichun Mo\*, Lin Shao, **Minhyuk Sung**, Leonidas Guibas (\* Equal contribution) ECCV 2020

9. Supervised Fitting of Geometric Primitives to 3D Point Clouds

Lingxiao Li\*, **Minhyuk Sung**\*, Anastasia Dubrovina, Li Yi, and Leonidas Guibas (\* Equal contribution) CVPR 2019 (Oral)

10. GSPN: Generative Shape Proposal Network for 3D Instance Segmentation in Point Cloud

Li Yi, Wang Zhao, He Wang, **Minhyuk Sung**, and Leonidas Guibas CVPR 2019

11. Deep Functional Dictionaries: Learning Consistent Semantic Structures on 3D Models from Functions

Minhyuk Sung, Hao Su, Ronald Yu, and Leonidas Guibas NeurIPS 2018 12. Learning Fuzzy Set Representations of Partial Shapes on Dual Embedding Spaces Minhyuk Sung, Anastasia Dubrovina, Vladimir G. Kim, and Leonidas Guibas SGP 2018 (Symposium on Geometry Processing)

13. ComplementMe: Weakly-Supervised Component Suggestions for 3D Modeling Minhyuk Sung, Hao Su, Vladimir G. Kim, Siddhartha Chaudhuri, and Leonidas Guibas SIGGRAPH Asia 2017

Featured in an ACM SIGGRAPH press release: [Link 1] [Link 2]

14. Data-Driven Structural Priors for Shape Completion

Minhyuk Sung, Vladimir G. Kim, Roland Angst, and Leonidas Guibas SIGGRAPH Asia 2015

15. Image Unprojection for 3D Surface Reconstruction: A Triangulation-based Approach

Min-Hyuk Sung, Hwasup Lim, Hyoung-Gon Kim, and Sang Chul Ahn IEEE International Conference on Image Processing (ICIP) 2013

16. Finding the M-best Consistent Correspondences between 3D Symmetric Objects

Min-Hyuk Sung and Junho Kim Computers & Graphics, Feb.-Apr. 2013.

17. A Triangulation-Invariant Method for Anisotropic Geodesic Map Computation on Surface Meshes Sang Wook Yoo, Joon-Kyung Seong, Min-Hyuk Sung, Sung Yong Shin and Elaine Cohen IEEE Transactions on Visualization and Computer Graphics (TVCG), Oct. 2012.

### Honors and Scholarships

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2019	Doctoral Consortium ICCV 2019
2019	Doctoral Consortium SIGGRAPH 2019
2013	Doctoral Study Abroad Scholarship Recipient Honors Korea Foundation for Advanced Studies (KFAS)
2008-2010	National Science and Engineering Graduate Research Scholarship (S2-2008-000-00006-2) Korea Student Aid Foundation (KOSAF)
2004-2008	National Science and Engineering Scholarship Korea Student Aid Foundation (KOSAF)
2005-2008	Merit-based Scholarship Korea Advanced Institute of Science and Technology (KAIST)

# Teaching Experience

2018 Spring	Guest Lecturer CS233 Geometric and Topological Data Analysis, Stanford
2016 Fall	Course Assistance CS268 Geometric Algorithms, Stanford
2015 Fall	Course Assistance CS348A Computer Graphics: Geometric Modeling, Stanford
2009 Spring	Teaching Assistance CS202 Problem Solving, KAIST

## **Academic Activities**

Reviewer

SIGGRAPH, SIGGRAPH Asia, Eurographics, Pacific Graphics, CVPR, ICCV, 3DV, WACV, ACCV, NeurIPS, ICML, ICLR, ACM TOG, IEEE TVCG, CGF, TVC, C&G, IEEE TPAMI, IEEE RA-L.

## References

Leonidas Guibas	Professor, Stanford University	guibas@cs.stanford.edu
Vladimir Kim	Senior Research Scientist, Adobe Research	vokim@adobe.com
Siddhartha Chaudhuri	Assistant Professor, IIT Bombay Senior Research Scientist, Adobe Research	sidch@cse.iitb.ac.in sidch@adobe.com
Hao (Richard) Zhang	Professor, Simon Fraser University	haoz@cs.sfu.ca