SeongHyeon Moon

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RESEARCH INTERESTS

Keywords: Crowd Analysis, Object Segmentation, Object Tracking, Computer Vision, Deep Learning

- Detect groups or objects and predict future movement and density, and track them.
- 3D-point clouds, 2D-image and video based computer vision challenges

EDUCATION

PRESENT SEP 2018	Doctor of Philosophy - Computer Science	Brunswick, NJ, USA
FEB 2017 MAR 2015	Master of Science - Mechanical Engineering Gwangju Institute of Science and Technology (GIST) Adviser: Kwanghee Ko Thesis: Parameterization of Unorganized Cylindrical 3D-Point Clouds for Surface	Gwangju, KOR te Fitting
FEB 2015 Mar 2009	Bachelor of Science - Industrial and Information System Engineering Seoul National University of Science and Technology Graduated with the highest honor (Rank 1/45)	Seoul, KOR

WORK EXPERIENCE

Aug 2022 AI Research Intern at Roblox Research Mentor: Mubbasir Kapadia • Topic: Real-time Body Movement Tracking Aug 2022 Research Intern at Machine Learning Dept. Mentor: Alexandru Niculescu-Mizil, Iain Melvin • Topic: Multi-camera Multi-object Tracking • Devised a new association method combining visual features with location information Aug 2020 DeepMotion San Mateo, CA, USA Research Intern in Research Group. Mentor: Kevin He • Topic: Controlling a humanoid model using reinforcement learning • Hierarchical reinforcement learning was utilized and trained a high-level policy to control a complex human agent to move a specific location Aug 2019 AutoDesk Toronto, ON, CAN Software Engineer Intern in Autodesk Research. Mentor: Rhys Goldstein • Topic: Human behavior simulation in a building • Combined the two frameworks (SyDEVS and SteerSuite) and made an open-source C++ framework(SyDEVS-Building) generating human behaviors in an office building	Aug 2023	Roblox	San Mateo, CA, USA
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Honors & Awards

- Korean Government Scholarship (Tuition waive and Stipend), Gwangju Institute of Science and Technology, 2015, 2016
- Graduated with the highest honor in the department of IISE, Seoul National University of Science and Technology, 2015
- High G.P.A., Seoul National University of Science and Technology, 2010

SKILLS

Python, C++, C, Java, Pytorch, OpenCV, OpenGL, Unity, Ubuntu, Solidity, MATLAB, etc.

Journal Articles *Equal contribution

JOIN: an integrated platform for joint simulation of occupant-building interactions

[3] Architectural Science Review, 2019

*Seonghyeon Moon, *Davide Schaumann, Muhammad Usman, Rhys Goldstein, Simon Breslav, Azam Khan, Petros Faloutsos, and Mubbasir Kapadia

Dynamic Correction of Image Distortions for a Kinect-Projector System

[2] Journal of WSCG, 2018

Jihoon Park, Seonghyeon Moon, and Kwanghee Ko

A point projection approach for improving the accuracy of the multilevel B-spline approximation

[1] Journal of Computational Design and Engineering, 2018 Seonghyeon Moon and Kwanghee Ko

Conference Papers *Equal contribution

MSI: Maximize Support-Set Information for Few-Shot Segmentation

The 19th International Conference on Computer Vision (ICCV 2023) - 26% Acceptance rate
 Seonghyeon Moon, Samuel S Sohn, Honglu Zhou, Sejong Yoon, Vladimir Pavlovic, Muhammad Haris Khan, Mubbasir Kapadia

HM: Hybrid Masking for Few-Shot Segmentation

[8] The 17th European Conference on Computer Vision (ECCV 2022) - 28% Acceptance rate Seonghyeon Moon, Samuel S Sohn, Honglu Zhou, Sejong Yoon, Vladimir Pavlovic, Muhammad Haris Khan, Mubbasir Kapadia

Harnessing Fourier Isovists and Geodesic Interaction for Long-Term Crowd Flow Prediction

[7] The 31st International Joint Conference on Artificial Intelligence (IJCAI 2022) - 15% Acceptance rate Samuel S Sohn, Seonghyeon Moon, Honglu Zhou, Mihee Lee, Sejong Yoon, Vladimir Pavlovic, Mubbasir Kapadia

MUSE-VAE: Multi-Scale VAE for Environment-Aware Long Term Trajectory Prediction

[6] Conference on Computer Vision and Pattern Recognition (CVPR 2022) - 25% Acceptance rate Mihee Lee, Samuel S Sohn, Seonghyeon Moon, Sejong Yoon, Mubbasir Kapadia, Vladimir Pavlovic

A2X: An Agent and Environment Interaction Benchmark for Multimodal Human Trajectory Prediction

[5] Motion, Interaction and Games (MIG 2021)

Samuel S Sohn, Mihee Lee, Seonghyeon Moon, Gang Qiao, Usman Muhammad, Sejong Yoon, Mubbasir Kapadia

Deep Integration of Physical Humanoid Control and Crowd Navigation

[4] Motion, Interaction and Games (MIG 2020)

Brandon Haworth, Glen Berseth, Seonghyeon Moon, Petros Faloutsos, Mubbasir Kapadia

Laying the Foundations of Deep Long-Term Crowd Flow Prediction

[3] The 16th European Conference on Computer Vision (ECCV 2020) - 27% Acceptance rate Samuel S Sohn, Honglu Zhou, Seonghyeon Moon, Sejong Yoon, Vladimir Pavlovic, Mubbasir Kapadia

Toward a Multi-Level and Multi-Paradiqm Platform for Building Occupant Simulation

[2] Symposium on Simulation for Architecture and Urban Design (SimAUD 2019)

*Seonghyeon Moon, *Davide Schaumann, Muhammad Usman, Rhys Goldstein, Simon Breslav, Azam Khan, Petros Faloutsos, Mubbasir Kapadia

Parameterization of unorganized cylindrical point clouds for least squares B-spline surface fitting

1] 25th Conference in Central Europe on Computer Graphics, Visualization and Computer Vision (WSCG2017) Seonghyeon Moon, Jin-Eon Park and Kwanghee Ko

Conference Workshop

Multi-Agent Hierarchical Reinforcement Learning for Humanoid Navigation

[2] Deep Reinforcement Learning Workshop (NeurIPS 2019)
Glen Berseth, Brandon Haworth, Seonghyeon Moon, Mubbasir Kapadia, Petros Faloutsos

$Deep\ Crowd\text{-}Flow\ Prediction\ in\ Built\ Environments$

[1] Artificial Intelligence for Humanitarian Assistance and Disaster Response Workshop (NeurIPS 2019)
Samuel S Sohn, Seonghyeon Moon, Honglu Zhou, Sejong Yoon, Vladimir Pavlovic, Mubbasir Kapadia