KWANGGYOON SEO

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seokg.github.io

EDUCATION

KAIST, Republic of Korea - supervised by Junyong Noh *Sep 2018 - Present*
Ph.D. in Graduate School of Culture Technology
Research Interests : Deep Learning, Computer Graphics, Computer Vision

KAIST, Republic of Korea - supervised by Junyong Noh *Sep 2016 - Aug 2018*
M.S. in Graduate School of Culture Technology
Thesis: Interactive Shadow Removal using a cGAN

KAIST, Republic of Korea *Sep 2011 - Aug 2016*
B.E. in Electrical Engineering and minor in Culture Technology

WORK EXPERIENCE

Visual Media Lab. KAIST *Jan 2017 - Present*
Research Assistant *Republic of Korea*

Clova Voice&Avatar, Naver Corp. *Dec 2019 - Jun 2020*
Research Intern *Republic of Korea*

· Researched on a neural network model for video inpainting

GOLFZON *Dec 2015 - Feb 2016*
SW Engineer Intern *Republic of Korea*

· Developed an infra-red marker tracking system for Head-Mounted-Displays

PUBLICATIONS

Video Inpainting† *TBD*
preparing

An Interactive Object Registration Method for an Absolute Mid-air Pointing Interface *TBD*
under review
Hyunggoog Seo, Jaedong Kim, Kwanggyoon Seo, Bumki Kim, Kyunghan Lee, Junyong Noh

Virtual Camera Layout Generation using a Reference Video *TBD*
under review
Jungeun Yoo*, **Kwanggyoon Seo***, Sanghun Park, Jaedong Kim, Dawon Lee, Junyong Noh

Neural Crossbreed: Neural Based Image Metamorphosis *Nov 2020*
SIGGRAPH Asia 2020, ACM Transactions on Graphics
Sanghun Park, **Kwanggyoon Seo**, Junyong Noh

Cinematography Generation using a Reference Video *Oct 2019*
Pacific Graphics 2019 Poster
Kwanggyoon Seo, Jungeun Yoo, Sanghun Park, Jaedong Kim, Dawon Lee, Junyong Noh

† denotes temporally title
∗ denotes equal contribution

PROJECTS

3D Cinemagraph for AR Contents Creation *June 2020 - Dec 2020*
Funding: Institute for Information and Communications Technology Promotion
Analyze natural image for novel view synthesis and cinemagraph generation for 3D AR contents.

Development of Camera Work Tracking Technology
for Animation Production using Artificial Intelligence *May 2018 - Dec 2019*
Funding: Korea Creative Content Agency
Analyze cinematography properties of video clips using neural networks and replicate the cinematographic camera position and movement in 3D animation.

Development of Multi-screen
Movie Theatre System and Immersive Content *Jan 2017 - May 2017*
Funding: Institute for Information and Communications Technology Promotion
Wraping C++ into C# for screen optimization algorithm used in multi-screen system.

PATENTS

[**10-2018-0124256**] Artificial intelligence based cinematography learning and camerawork creation for animation
[**10-2019-0019620**] Method and apparatus of processing image based on aritificial neural network

SKILLS

Programing Language	Python, Matlab, C++ , C#
Framework	Pytorch, Tensorflow, OpenCV
Language	Korean, English