Seokhyun Cho

+82-010-8785-1145 / seokhyuncho0303@gmail.com / https://github.com/seokhyun0303

EDUCATION

Konkuk University (KU), Seoul, Korea **March 2020 – Aug 2026**
B.S. in Computer Science and Engineering
GPA: 3.92/4.5

Interest

Research interests include VR/AR/XR systems and the design of efficient interaction techniques for immersive environments.

Experience

Teaching Assistant, Konkuk Universtiy **Mar 2025 – June 2025**
- Numerical Methods, Spring 2025

3D Vision & XR Lab Undergraduate Research Intern **Sep 2023 – Feb 2025**
, Konkuk University-
- Reading research papers (in ISMAR/CVPR/ICCV) with brief presentation.
- Participating in lab projects attending regular lab meetings.

Publications

Seokhyeon Heo, Youngdae Cho, Jeongwoo Park, **Seokhyun Cho**, Ziya Tsoy, Hwasup Lim, and Youngwoon Cha, **"Diverse Humanoid Robot Pose Estimation from Images Using Only Sparse Datasets",** *Applied Sciences, Vol. 14, Issue 19, 3390,* October, 2024

Projects

Photorealistic VR Tour using 3D Gaussian Splatting
- Built a photorealistic VR tour pipeline combining 3D Reconstruction and 3D Gaussian Splatting
- Enabled users to capture real-world environments using a smartphone camera and transform them into immersive VR spaces, deployed in Unity for Meta Quest 3(PC-VR)
- Supported user–VR interaction by integrating image classification models and external API
- GitHub: https://github.com/seokhyun0303/Photorealistic-VR-Tour-with-3D-Gaussian-Splatting

VR Drum: Immersion Analysis Based on Multi-Level Sensory Feedback
- Designed a VR drumming experience using Unity and Meta Quest 3
- Designed a user study with four levels of sensory feedback to compare perceived immersion (e.g., visual, auditory, haptic cues)
- Analyzed immersion through questionnaire-based user surveys
- GitHub: https://github.com/seokhyun0303/VR-DRUM

Research Project: [Diverse Humanoid Robot Pose Estimation from Images Using Only Sparse Datasets]

- Curated and preprocessed datasets aligned with research objectives
- Created figures and visualizations for the paper
- Participated in project meetings and research discussions

Hell's Kitchen

- Developed a time-limited cooking game where players maximize profit by producing as many dishes as possible
- Designed gameplay involving obstacle management, bonus item collection, and score-based progression to higher difficulty levels
- Implemented the game using Unity, deployed and tested in Android
- GitHub: https://github.com/seokhyun0303/Hell-s-Kitchen

Scholarship

Academic Excellence Scholarship **Mar 2025 – June 2025**

SKILLS

Programming Languages : C, C++, C#, Python
Tools : Unity, XR Interaction Toolkit, Blender(Basic),Unreal(Basic)
English Proficiency: TOEFL IBT 82