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, with a focus on how XR technologies can be applied to everyday life and various industries such as gaming, healthcare, and manufacturing, as well as on developing XR interactions that enhance user performance and comfort.

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