SeungWon Seo

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PROFESSIONAL SUMMARY

I'm SeungWon Seo, an MS student at the IIIXR Lab, Korea University. My current research focuses on Embodied Agents. I am also deeply interested in VR Experiences, Character Animation, and Generative Models.

EDUCATION

Korea University | MS in Computer Science and Engineering — **Seoul, Korea | Mar. 2025 – Current**
• *Transferred from Kyung Hee University to Korea University in March 2025*

Kyung Hee University | Integrated MS-Ph.D. in Artificial Intelligence — **Yongin, Korea | Mar. 2024 – Feb. 2025**
Kyung Hee University | B.E. in Software Convergence — **Yongin, Korea | Mar. 2020 – Feb. 2024**

EXPERIENCES

AAAI 2025 | Student Volunteer — **Philadelphia, USA | Feb. 2025 – Mar. 2025**
• Assisted in organizing conference sessions and guiding participants

NCSOFT | Research Intern — **Seongnam, Korea | Jul. 2023 – Aug. 2023**
• Graphics AI Lab Motion Data Team
• Conducted research on text-based gesture animation generation

IIIXR Lab | Undergraduate Researcher — **Seoul, Korea | Dec. 2021 – Feb. 2024**
• Conducted research on user interactions in VR environments

Kyung Hee University | Department Student Council President — **Yongin, Korea | Mar. 2021 – Dec. 2021**
• Led departmental student council activities and organized various academic and social events

PAPER LISTS

1. REVECA: Adaptive Planning and Trajectory-based Validation in Cooperative Language Agents Using Information Relevance and Relative Proximity
• **SeungWon Seo***, SeongRae Noh*, Junhyeok Lee, SooBin Lim, Won Hee Lee, and HyeongYeop Kang°
• *Association for the Advancement of Artificial Intelligence (AAAI), Feb. 25 - Mar. 4 2025, Philadelphia, Pennsylvania, United States*
• Oral Presentation, Acceptance rate 5%
• Paper Link, Video Link, Project Link

2. DAMO: A Deep Solver for Arbitrary Marker Configuration in Optical Motion Capture
• KyeongMin Kim, **SeungWon Seo**, DongHeun Han, and HyeongYeop Kang°
• *ACM Transactions on Graphics (TOG), Oct. 2024*
• Invited to Siggraph 2025, IF = 9.585, Top 1%
• Paper Link, Video Link

3. DARAM: Dynamic Avatar-Human Motion Remapping Technique for Realistic Virtual Stair Ascending Motions
• SooBin Lim, **SeungWon Seo**, and HyeongYeop Kang°
• *ACM SIGGRAPH, Aug 6-10 2023, Los Angeles, United States*
• Paper Link, Video Link

4. Dungeon generation via reinforcement learning
• **SeungWon Seo**, and HyeongYeop Kang°
• *Korea Software Congress, Dec 20-22 2023, Busan, Korea*

5. Data-driven camera manipulation about vertical locomotion in a virtual environment
• **SeungWon Seo**, SeongRae Noh, RoUn Lee, SeungJun Park, and HyeongYeop Kang°
• *Journal of the Korea Computer Graphics Society, Jul 13-15 2022, Sokcho, Korea*

SCHOLARSHIPS

2025 AAAI Student Scholarship ([AAAI-25](#))
• Paper: REVECA: Adaptive Planning and Trajectory-based Validation in Cooperative Language Agents Using Information Relevance and Relative Proximity

2024 Master's Program Research Scholarship ([NRF](#))
• Title: LLM-Based Cooperative Virtual Reality Agents using Information Relevance and Plan Validation
• RS-2024-00461084

2021 Pearl Abyss Scholarship ([Pearl Abyss](#))
• Research on motion style transfer ([Watch Video](#))

2021 - 2023 Undergraduate Teaching Assistance Scholarship ([Kyung Hee University](#))
• Web and Python Programming, Design Thinking

2021 - 2023 Scholarship of Kyung Hee University National Center of Excellence in Software ([SWUNIV](#))
• Software Festival Award, Software Membership

2020 - 2022 Fully Funded Scholarship ([Kyung Hee University](#))
• Awarded a fully-funded scholarship through the Practical Excellence Admission Track

AWARDS

2022 NC Fellowship Neural Graphics Track – Top Prize ([NCSOFT](#))
• Research on motion generation ([Project Link](#))

2022 Immersive Media Game Competition – Top Prize ([COSS](#))
• Developed a VR puzzle game where players detect enemy gaze through auditory cues ([Watch Video](#))

2020 Union of Clubs for Programming Contests ([UCPC](#))
• Advanced to the finals and achieved 28th place among nationwide teams. ([Result](#))

2019 Korean Olympiad in Informatics - Participation Prize ([KIISE](#))

2019 Kookmin University Algorithm Competition - Participation Prize ([Kookmin University](#))

TEACHING

Game Engine Basics [SWCON21200]   **Kyung Hee University | Sep. 2024 – Dec. 2024**
• Practical exercises using Unreal Engine 5

Full-Stack Service Networking [SWCON49200]   **Kyung Hee University | Mar. 2024 – Jun. 2024**
• Learned cutting-edge networking technologies

OTHER INFORMATION

Conference of Journal Reviewer:
• CHI Conference on Human Factors in Computing Systems
• ACM Transactions on Graphics