

PHD STUDENT · SOFTWARE ENGINEER

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Research Interests

My research interests lie in the fields of Cokmputer Vision and Machine Learning. More specifically, I am interested in Geometric 3D Deep Learning, Human Action Representation Learning, and Generative Adversarial Network.

Education

Purdue UniversityWest Lafayette, IN, USA

PHD IN ELECTRICAL AND COMPUTER ENGINEERING

Aug. 2018 - PRESENT

· Advisor: Professor Karthik Ramani

Yonsei UniversitySeoul, South Korea

BS IN MECHANICAL ENGINEERING

Mar. 2010 - Feb. 2017

• Advisor: Professor Soo-Hong Lee

• 2011-2013, 2-year military service

Publications and Patents

Conference Proceedings

- [C3] H. G. Chi, S. Chi, A. Unmesh, S. Chan, and Karthik Ramani. In International Conference on Computer Vision (ICCV), 2021. Submitted
- [C2] H. G. Chi, S. Kim, X. Hu, Q. Huang, and Karthik Ramani. A Large-scale Mechanical Components Benchmark for Deep Neural Networks. In proceedings of the 16th European Conference on Computer Vision (ECCV), 2020.
- [C1] S. Kim, H. G. Chi, and Karthik Ramani. First-Person View Hand Segmentation of Multi-Modal Hand Activity Video Dataset. In proceedings of the 31st British Machine Vision Conference (BMVC), 2020.

Journal Papers

- [J3] S. Kim, H. G. Chi and Karthik Ramani. Object synthesis by learning part geometry with surface and volumetric representations. In Computer-Aided Design (2021): 102932.
- [J2] S. Kim, N. Winovich, H. G. Chi, G. Lin, and K. Ramani. Latent transformations neural network for object view synthesis. In *The Visual Computer* (2019): 1-15.
- [J1] H. T. Hwang, H. G. Chi, N. K. Kang, H. B. Kong and Soo-Hong Lee. An Evaluation Methodology for 3D Deep Neural Network using Visualization in 3D Data Classification. In *Journal of Mechanical Science and Technology (JMST)* 33, no. 3 (2019): 1333-1339.

Patents

• [P1][PDF] H. G. Chi. Computer Input Automation System. KR Patent (2017): 10-1745330.

Research Projects

Human Skeleton Represetnation Learning [C3]

C-Design LAB, Purdue Univ.

GRADUATE RESEARCH ASSISTANT

Aug. 2020 - Present

- $\bullet \ \ \text{Proposed a novel skeleton joint representation method which effectively represents human skeleton using Transformer Self-Attention.}$
- Captured joint representation improves skeleton pose-related tasks such as skeleton-based action recognition and human pose estimation.

A Large-scale Mechanical Component Benchmark Dataset [C2]

C-Design LAB, Purdue Univ.

GRADUATE RESEARCH ASSISTANT

Feb. 2019 - Mar. 2020

- Introduced large-scale mechanical components a benchmark for the classification and retrieval tasks named Mechanical Components
 Benchmark
- Developed a data collecting pipeline including annotation interface and database.
- Benchmarked state-of-the-art 3D Deep Neural Networks for classification and retrieval tasks to explore the descriptor for mechanical components.

Hand segmentation with RGBD-T data [C1]

C-Design LAB, Purdue Univ.

GRADUATE RESEARCH ASSISTANT

Jul. 2019 - May. 2020

- Proposed a novel hand video dataset with RGB, Depth, and Themral images for hand segmentation.
- Developed a method which segment hands and objects with a multi-modal Deep Neural network dealing with RGBD-T data.

Part Geometry Net (PGNet) [J3]

C-Design LAB, Purdue Univ.

GRADUATE RESEARCH ASSISTANT

Oct. 2018 - Aug. 2019

- Proposed a Generative Adversarial Network (GAN) that synthesize 3D objects given a discrete category condition and continuous instance-level attributes by fusing the various types of geometric information.
- · Consturcted a part identifier module which learns part geometry to preserve part properties of 3D objects.

Latent Transformation Neural Network (LTNN) [J2]

C-Design LAB, Purdue Univ.

GRADUATE RESEARCH ASSISTANT

Aug. 2018 - April. 2019

- Proposed a fully-convolutional conditional generative network which is capable of view synthesis using a light-weight neural network suited for real-time applications.
- Developed conditional transformation unit which is designed to learn the latent space transformations corresponding to specified target views.

Interpretable 3D Deep Neural Network [J1]

Knowledge-Based Design LAB, Yonsei Univ.

Undergraduate Research Assistant

Feb. 2016 - Jul. 2017

- · Proposed an uncerntainty evaluation method for 3D Deep Neural Networks by calculating the prediction difference of every voxel.
- Developed a web-based 3D CAD search engine using a 3D Deep Neural Network for demonstration.

Working Experience

Software Engineer and CEO

Seoul, South Korea

NEIL LAB CORPORATION

Sep. 2016 - Dec. 2017

- Found and lead a start-up company as a CEO and Software Engineer. The company was funded \$ 30,000 by the SeongNam Industry Promotion Agency.
- Developed an office automation system specifically for automating office tasks such as sending an e-mail or issuing receipts.
- Designed a back-end system and database for customer web-service which automatically scrap and integrate customer's financial and personal data. (*Relevant patent:* [P1])

Mechanic and Squad leader

Inje, South Korea

REPUBLIC OF KOREA ARMY

Apr. 2011 - Jan. 2013

- Conducted maintanance of military weapons and equipment including firearms and vehicles.
- Led a squad as a squad leader; honored as a distinguished soldier.

Skills

Research and Development Stacks Other Tools and Skills

Major Languages Python, C/C++ Text Editors Neovim & Vim

Machine LearningPyTorch, TensorFlow, KerasOther LangaugesShell Scripts(bszh, zsh), Matlab(Octave), RWeb FrameworksDjango, Flask, Node.jsOperating SystemsmacOS, Linux Debian/Ubuntu, Windows

Computer Vision OpenCV, OpenGL **IDE** VSCode, Eclipse, IDEA

Web Languages Nginx, React, HTML5, PHP, JavaScript, CSS Softwares SolidWorks, Catia, AutoCAD

Database MySQL, PostgreSQL, SQLite, MongoDB VCS Git

Academic Activities

Reviewer The British Machine Vision Conference (BMVC) 2020, 2021.

References

Karthik RamaniProfessor, Purdue Universityramani@purdue.eduSoo-Hong LeeProfessor, Yonsei Universityshlee@yonsei.ac.kr