

Hyung-gun Chi

AI RESEARCHER

✉ stnoah1@gmail.com | 🏠 hyung-gun.me | 📧 stnoah1 | 📺 hyung-gun | 🎓 Hyung-gun Chi

Research Interests

Focused on the intersection of Computer Vision and Machine Learning, with a keen interest in representation learning for 3D action recognition and object detection. My work aims to advance VR/AR and autonomous vehicle technologies by improving machine understanding of human actions through innovative algorithms and leveraging large language models for enhanced human-computer interaction.

Education

Purdue University

PHD IN ELECTRICAL AND COMPUTER ENGINEERING

- Thesis: Towards Improved Representations on Human Activity Understanding / Advisor: Dr. Karthik Ramani.

West Lafayette, IN, USA

Aug. 2018 - Dec. 2023

Purdue University

MS IN ELECTRICAL AND COMPUTER ENGINEERING

West Lafayette, IN, USA

Aug. 2018 - Dec. 2022

Yonsei University

BS IN MECHANICAL ENGINEERING

- Advisor: Dr. Soo-hong Lee / 2 years of military service (2011-2012)

Seoul, South Korea

Mar. 2010 - Feb. 2017

Professional Experience

Apple Inc.

AI/ML RESIDENT

- Conducted multi-modal perception research as part of the Siri perception team.

Cupertino, CA, USA

Jul 2024 -

Hanwha Vision America

AI RESEARCHER

- Conducted research in advanced human pose estimation and activity recognition, enhancing surveillance camera capabilities.
- Developed machine learning models to accurately predict human activities, significantly improving detection accuracy and reducing false positives.

Santa Clara, CA, USA

Jan - June 2024

Toyota Research Institute

ML RESEARCH INTERN

- Led a project on multi-modal representation learning for robotics, achieving advancements in aligning language, vision, and tactile sensor.
- Published a comprehensive dataset comprising language descriptions, tactile images, and visual captures of robotic interactions, facilitating enhanced robot sensory perception and interaction studies.

Los Altos, CA, USA

May - Aug 2023

Honda Research Institute

CV RESEARCH INTERN

- Led a research project that transformed language descriptions into human motion using LLMs, establishing a new benchmark in the field.
- Developed a specialized VQ-diffusion model for text-to-human motion generation, focusing on accurately predicting long-term movements.
- Conducted pioneering research in future action forecasting and trajectory prediction for autonomous vehicles, resulting in two patents and significant advancements in vehicle safety and navigation systems.
- Introduced an algorithm capable of predicting future action locations by integrating NeuralODE with the Transformer for enhanced accuracy.

San Jose, CA, USA

Jan - May 2023 & May - Aug 2022

Convergence Design Lab, Purdue University

GRADUATE RESEARCH ASSISTANT

- Advanced research in human action perception, pose estimation, and 3D computer vision, yielding numerous peer-reviewed publications and patents.
- Directed a team to innovate a 3D pose estimation algorithm from video, drastically enhancing both accuracy and processing speed.
- Developed a 3D object generation model utilizing GAN, focusing on the precise definition of geometrical features.
- Proposed an algorithm for skeleton-based action recognition that integrates self-attention mechanisms with graph-convolutional networks to capture human topology effectively.

West Lafayette, IN, USA

Aug 2018 - Dec 2023

HeumLabs Corporation

SOFTWARE ENGINEER & CEO

- Founded and led a startup developing an office automation system, securing initial funding and overseeing the product development lifecycle.
- Achieved a successful market entry, with the system adopted by over 150 businesses within the first year.

Seoul, South Korea

Sep 2016 - Dec 2017

Knowledge-based Design Lab, Yonsie University

UNDERGRADUATE RESEARCH ASSISTANT

- Advanced research in explainable AI within 3D computer vision by analyzing the role of individual parts in classification, utilizing prediction difference analysis for deeper insights.

Seoul, South Korea

Jan. - Aug. 2016

Publications and Patents

Conference Proceedings

- [C14] “CARING-AI: Context-aware Augmented Reality INstruction through Generative Artificial Intelligence”, **CHI**, 2024 (submitted).
- [C13] “Context-Enriched Voxel Queries for Camera-based 3D Occupancy Prediction”, **NeurIPS**, 2024 (submitted).
- [C12] “M2D2M: Discrete Diffusion Model for the Multi-Motion Generation from the Text”, **ECCV**, 2024.
- [C11] “Enhanced Motion Forecasting with Visual Relation Reasoning”, **ECCV**, 2024.
- [C10] “Improving Trajectory Prediction through Text-Guided High-Level Vision Data Extraction”, **ECCV**, 2024.
- [C9] “Multi-Modal Representation Learning with Tactile Modality”, **IROS**, 2024.
- [C8] “Higher-order Relation Reasoning for Trajectory Prediction”, **CVPR**, 2024.
- [C7] “Functional Hand Type Prior for 3D Hand Pose Estimation & Action Recognition from Egocentric View Monocular Videos”, **BMVC** (Oral), 2023.
- [C6] “AdamsFormer for Spatial Action Localization in the Future”, **CVPR**, 2023.
- [C5] “Uncovering the Missing Pattern: Unified Framework Towards Trajectory Imputation and Prediction”, **CVPR**, 2023.
- [C4] “Pose Relation Transformer: Refine Occlusions for Human Pose Estimation”, **ICRA**, 2023.
- [C3] “InfoGCN: Representation Learning for Human Skeleton-based Action Recognition”, **CVPR**, 2022.
- [C2] “A Large-scale Annotated Mechanical Components Benchmark for Classification and Retrieval Tasks with Deep Neural Networks”, **ECCV**, 2020.
- [C1] “First-Person View Hand Segmentation of Multi-Modal Hand Activity Video Dataset”, **BMVC**, 2020.

Journal Papers

- [J9] “Enhanced fringe-to-phase framework using deep learning”, **Image and Vision Computing** (under review).
- [J8] “InfoGCN++: Learning Representation by Predicting the Future for Online Skeleton-based Action Recognition”, **TPAMI** (under revision).
- [J7] “Deep Learning-Assisted Design of Bilayer Nanowire Gratings for High-Performance MWIR Polarizers”, **Advanced Materials Technologies**, 2024.
- [J6] “Robust Sound-Guided Image Manipulation”, **Neural Networks**, 2024.
- [J5] “Interacting Objects: A dataset of object-object interactions for richer dynamic scene representations”, **RA-L**, 2024.
- [J4] “3D CAD Model Simplification for Mechanical Parts Using Generative Adversarial Networks”, **Computer-Aided Design**, 2023.
- [J3] “Object synthesis by learning part geometry with surface and volumetric representations”, **Computer-Aided Design**, 2021.
- [J2] “Latent transformations neural network for object view synthesis”, **The Visual Computer**, 2019.
- [J1] “An Evaluation Methodology for 4D Deep Neural Network using Visualization in 3D Data Classification”, **JMST**, 2019.

Preprinted papers

- [X1] “Egocentric View Hand Action Recognition by Leveraging Hand Surface and Hand Grasp Type”, *arXiv*, 2021.

Patents

- [P7] “Multi-Motion Generation”, US Patent App.
- [P6] “System and Method for Authoring Context-augmented Reality Instruction through Generative Artificial Intelligence”, US Patent App.
- [P5] “Pose Relation Transformer Refine Occlusions for Human Pose Estimation”, US Patent App.
- [P4] “Spatio Action Localization in the Future”, US Patent App. 18/300,844.
- [P3] “Trajectory Imputation and Prediction”, US Patent App. 18/182,195.
- [P2] “Pixel-wise Hand Segmentation of Multi-modal Hand Activity Video Dataset”, US Patent 11,562,489 B2.
- [P1] “Computer Input System for Office/Factory Automation”, WO Patent 2018/074729 A1.

Academic Services

Reviewer

- Conferences: **CVPR**(2023-2024), **ECCV**(2024), **ICCV**(2023), **ICML**(2024), **ICLR**(2024), **NeurIPS**(2023), **AAAI**(2025), **BMVC**(2021-2023), **ACCV**(2024), **IROS**(2024), **ICPR**(2025).
- Journals: **TPAMI**, **TIP**, **CVIU**, **R-AL**, **TOMM**, **JVCI**, **JCISE**.

Skills

Research and Development Stacks

Major Languages	Python, C/C++
Machine Learning	PyTorch, TensorFlow
Web Frameworks	Django, Flask, Node.js
Computer Vision	OpenCV, OpenGL
Web Languages	React, HTML5, PHP, JavaScript, CSS
Database	MySQL, PostgreSQL, SQLite, MongoDB

Other Tools and Skills

Text Editors	Neovim & Vim
Other Languages	Shell Scripts(bszh, zsh), MATLAB, R
Operating Systems	Linux Debian/Ubuntu, MacOS, Windows
IDE	VSCode, Eclipse, IDEA
Cloud Platforms	AWS
VCS	Git

Awards and Honors

2024	Doctoral Consortium , IEEE/CVF Conference on Computer Vision and Pattern Recognition (CVPR)	Seattle, WA, USA
2023	Conference Travel Funds , Purdue Engineering Graduate Program	West Lafayette, IN, USA
2023	Travel Grants , Purdue Graduate Student Government	West Lafayette, IN, USA
2016	Korea Institute of Science and Technology Information (KISTI) President’s Award , Edison Challenge – Computer Aided Design Section	Seoul, South Korea
2016	Korea Society for Computational Design and Engineering (CDE) President’s Award , CDE Challenge – Computational Design and Engineering Tools Section	Daejeon, South Korea

References

Available upon request.