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Research Interests

I am deeply invested in the interdisciplinary sphere where Computer Vision intersects with Machine Learning, with a distinct focus on representation learning applied to human actions and 3D Computer Vision. Moreover, my ambition is to pioneer advancements in integrating large language models to fortify the fields of human action recognition, 3D scene interpretation, and object detection. My intent is to apply these developments specifically to emerging technologies such as Virtual Reality (VR), Augmented Reality (AR), and Autonomous Vehicles, aiming to enhance their functional capacities and applications.

Education

Purdue University West Lafayette, IN, USA

PHD IN ELECTRICAL AND COMPUTER ENGINEERING

Aug. 2018 - Dec. 2023 (Expected)

• Thesis: Advancements in Human Action Recognition by Learning Human Skeleton Representations / Advisor: Prof. Karthik Ramani

Purdue University West Lafayette, IN, USA

MS IN ELECTRICAL AND COMPUTER ENGINEERING

Aug. 2018 - Dec. 2022

· Advisor: Prof. Karthik Ramani

Yonsei University Seoul, South Korea

BS IN MECHANICAL ENGINEERING Mar. 2010 - Dec. 2016

• Advisor: Prof. Soo-hong Lee / 2-year military service (2011-2012)

Professional Experience

Toyota Research Institute

Los Altos, CA, USA

RESEARCH INTERN

May. 2023 - Aug. 2023

• Carried out research on multi-modal representation learning for robotics, focusing on aligning representations of language, vision, and sensor data. (Host: Dr. Thomas Kollar)

Honda Research Institute US

San Jose, CA, USA

RESEARCH INTERN

Jan. 2023 - May. 2023

· Led research initiatives on creating human motion from language descriptions using LLMs. (Host: Dr. Kwonjoon Lee).

Honda Research Institute US

San Jose, CA, USA

RESEARCH INTERN

May. 2022 - Aug. 2022

• Conducted research into future action forecasting [C6, P5] and trajectory prediction [C5, P4] for autonomous vehicles (Host: Dr. Chiho

Convergence Design Lab, Purdue University

West Lafayette, IN, USA

GRADUATE RESEARCH ASSISTANT

Aug. 2018 - Present

• Undertook research on human action perception [C1, C3, J7], human pose estimation [C4, P3], and 3D computer vision [J2-4, C2].

HeumLabs Corporation

Seoul, South Korea

SOFTWARE ENGINEER & CEO

Sep. 2016 - Dec. 2017

· Founded and led a start-up company as CEO, with a significant achievement in developing an office automation system for streamlining office work [P1].

Knowledge-based Design Lab, Yonsie University

Seoul, South Korea

Undergraduate Research Assistant

Jan. 2016 - Aug. 2016

• Contributed to research on explainable AI [J1], specifically targeting advancements in 3D computer vision.

Skills

Research and Development Stacks

Other Tools and Skills

Major Languages Python, C/C++

Text Editors Neovim & Vim Other Langauges

Shell Scripts(bszh, zsh), Matlab(Octave), R macOS, Linux Debian/Ubuntu, Windows

Machine Learning **Web Frameworks**

Django, Flask, Node.js

PyTorch, TensorFlow, Keras

Operating Systems IDE VSCode, Eclipse, IDEA

Computer Vision OpenCV, OpenGL

Git

Web Languages

Nginx, React, HTML5, PHP, JavaScript, CSS **Database** MySQL, PostgreSQL, SQLite, MongoDB

Cloud Platforms AWS VCS

Publications and Patents

Conference Proceedings

- [C8] S. Kim, S. Seo, H. Chi, K. Ramani, J. Kim, and S. Kim. Higher-order Relation Reasoning for Trajectory Prediction, *Annual AAAI Conference on Artificial Intelligence (AAAI)*, 2024. submitted.
- [C7] W. Roh, S. Lee, W. Ryoo, G. Oh, J. Lee, S. Hwang, H. Chi, and S. Kim. Functional Hand Type Prior for 3D Hand Pose Estimation & Action Recognition from Egocentric View Monocular Videos, *British Machine Vision Conference* (BMVC), 2023. submitted.
- [C6] H. Chi, K. Lee, N. Agarwal, Y. Xu, K. Ramani, and C. Choi. AdamsFormer for Spatial Action Localization in the Future, In proceedings of Conference on Computer Vision and Pattern Recognition (CVPR), 2023.
- [C5] Y. Xu, A. Bazarjani, H. Chi, C. Choi, and Y. Fu. Uncovering the Missing Pattern: Unified Framework Towards Trajectory Imputation and Prediction, In proceedings of Conference on Computer Vision and Pattern Recognition (CVPR), 2023.
- [C4] H. Chi*, S. Chi*, S. Chan, and K. Ramani. Pose Relation Transformer: Refine Occlusions for Human Pose Estimation, In proceedings of IEEE International Conference on Robotics and Automation (ICRA), 2023.
- [C3] H. Chi*, M. Ha*, S. Chi, S. Lee, Q. Huang, and K. Ramani. InfoGCN: Representation Learning for Human Skeleton-based Action Recognition, In proceedings of Conference on Computer Vision and Pattern Recognition (CVPR), 2022.
- [C2] H. Chi*, S. Kim*, X. Hu, Q. Huang, and K. Ramani. A Large-scale Annotated Mechanical Components Benchmark for Classification and Retrieval Tasks with Deep Neural Networks, In proceedings of *European Conference on Computer Vision (ECCV)*, 2020.
- [C1] S. Kim, H. Chi, X. Hu, A. Vegesana, and K. Ramani. First-Person View Hand Segmentation of Multi-Modal Hand Activity Video Dataset, In proceedings of *British Machine Vision Conference* (*BMVC*), 2020.

Journal Papers

- [J7] H. Chi, S. Chi, Q. Huang, and K. Ramani. InfoGCN++: Learning Representation by Predicting the Future for Online Skeleton-based Action Recognition, IEEE Transactions on Pattern Analysis and Machine Intelligence (TPAMI), submitted
- [J6] S. Lee, G. Oh, H. Chi, W. Byeon, S. Yoon, J. Kim, and S. Kim. Robust Sound-Guided Image Manipulation. In Neural Network, under revision.
- [J5] A. Unmesh, R. Jain, J. Shi, VK Chaitanya, **H. Chi**, S. Chidambaram, A. Quinn and K. Ramani. Interacting Objects: A dataset of object-object interactions for richer dynamic scene representations. In *IEEE Robotics and Automation Letters*, submitted.
- [J4] H. Lee, J. Lee, S. Kwon, K. Ramani, H. Chi, and D. Mun. 3D CAD Model Simplification for Mechanical Parts Using Generative Adversarial Networks. In Computer-Aided Design (2023): 103577.
- [J3] S. Kim, H. Chi and K. Ramani. Object synthesis by learning part geometry with surface and volumetric representations. In Computer-Aided Design (2021): 102932.
- [J2] S. Kim, N. Winovich, H. Chi, G. Lin, and K. Ramani. Latent transformations neural network for object view synthesis. In *The Visual Computer* (2019): 1-15.
- [J1] H. Hwang, S. Lee, H. Chi, N. Kang, H. Kong, J. Lu, and H. Ohk. An Evaluation Methodology for 3D Deep Neural Network using Visualization in 3D Data Classification. In *Journal of Mechanical Science and Technology* 33, no. 3 (2019): 1333-1339.

Preprinted papers

• S. Kim, J. Bae, **H. Chi**, S. Hong, B.S. Koh, and K. Ramani. Egocentric View Hand Action Recognition by Leveraging Hand Surface and Hand Grasp Type. *arXiv preprint arXiv:2109.03783*, 2021.

Patents

- [P5] H. Chi, K. Lee, Y. Xu, and C. Choi. System and Method for Providing Spatio-Temporal Action Localization in the Future. US Patent Application.
- [P4] Y. Xu, A. Bazarjani, H. Chi, and C. Choi. Trajectory Imputation and Prediction, US Patent Application.
- [P3] K. Ramani, H. Chi, and S. Chi. Pose Relation Transformer Refine Occlusions for Human Pose Estimation. US Patent Application.
- [P2] K. Ramani, S. Kim, and H. Chi. Pixel-wise Hand Segmentation of Multi-modal Hand Activity Video Dataset. US Patent 11,562,489 B2
- [P1] H. Chi. Computer Input System for Office/Factory Automation. WO Patent 2018/074729 A1.

Academic Services

Conference Reviewers

- Conference on Neural Information Processing Systems (NeurIPS) 2023
- The IEEE/CVF Conference on Computer Vision and Pattern Recognition (CVPR) 2023
- The IEEE/CVF International Conference on Computer Vision (ICCV) 2023
- The British Machine Vision Conference (BMVC) 2020 2023
- The IEEE Conference on Artificial Intelligence (CAI) 2023
- International Conference on Computer Science and Application Engineering (CSAE), 2023

Journal Reviewers

- IEEE Transactions on Pattern Analysis and Machine Intelligence (TPAMI)
- Journal of Visual Communication and Image Representation (JVCI)
- Journal of Computing and Information Science in Engineering (JCISE)
- Computer Vision and Image Understanding (CVIU)