Seonghyeon Nam

CONTACT Computational Intelligence and Photography Lab

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Research Computer Vision / Computational Photography / Machine Learning

INTERESTS color/photometry, image restoration/enhancement, deep learning for computational photography.

EDUCATION Yonsei University, Seoul, Korea

B.S., Computer Science and Engineering, February 2014

Work Yonsei University, Seoul, Korea

(Research Assistant)

• Worked on deep learning based image filtering system.

• Developed a new cross-channel image noise model for JPEG images from consumer cameras.

• Worked on image dignal processing pipeline of smart phone cameras.

• Worked on image enhancement system for small gamut mobile display.

ClasseStudio, Inc., Seoul, Korea

March 2012 - December 2013

(Software Engineer)

• Developed Android applications and server-side applications for online poll.

Sorf, Inc., Seoul, Korea

July 2010 - January 2012

March 2014 - Current

(Software Engineer)

• Worked on various outsourcing projects developing Android applications.

• Developed a mobile social platform for education.

TEACHING EXPERIENCE

EXPERIENCE

Yonsei University, Seoul, Korea

NCE $(Teaching\ Assistant)$

• Computer Graphics (Undergrad, Spring 2014)

• Computer Programming (Undergrad, Spring 2014)

PUBLICATIONS

S. Nam*, Y. Hwang*, Y. Matsushita, and S. J. Kim, "A Holistic Approach to Cross-Channel Image Noise Modeling and its Application to Image Denoising", In Proc. of IEEE Conference on Computer Vision and Pattern Recognition (CVPR), 2016 [Spotlight presentation]. (* equal contribution)

Honors & Awards

Excellent Paper, Dept. of Computer Science, Yonsei University

Bronze Prize, 22nd Samsung HumanTech Paper Award

Jun 2016

February 2016

Global Ph.D. Fellowship, National Research Foundation of Korea (NRF) March 2015 - Current

SERVICE Reviewer WACV (2017)

SKILLS **Programing Languages** C/C++, Python, Matlab, Java, C#, HTML

Tools

• Computer vision libraries (OpenCV, Matlab, Python)

• Deep learning libraries (TensorFlow, Caffe, Keras).

 $\bullet \ \, {\rm Mobile \ development \ environments \ (Android \ SDK, \ Xamarin(cross-platform))} \\$