

# Patrick (Yong Jae) Kwon

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## RESEARCH INTERESTS

My main research goal is in embedding human-level spatial intelligence towards generative models, in order to provide better user controllability in solving various problems.

## EDUCATION

<b>University of Central Florida</b>   <b>Computer Science</b> Ph.D in Computer Science , Advisor: Dr. Chen Chen	08/25 - 08/29 (Anticipated) Orlando, FL
<b>Columbia University</b>   <b>Data Science</b> Master of Science (GPA : 3.9/4.0)	08/2018 – 12/19 New York, NY
<b>University of Virginia</b>   <b>Computer Science, Statistics</b> Bachelor of Arts (GPA : 3.8/4.0) (2 year early graduation)	08/15 – 05/17 Charlottesville, VA

## WORK EXPERIENCE

<b>Deep Learning Researcher</b> Naver Webtoon AI	09/21 - 08/25 Pangyo, ROK
<b>Deep Learning Researcher</b> Deepbrain AI	01/20 - 09/21 Seoul, ROK
<b>Research Assistant</b> Columbia University CGUI Lab	09/19 – 12/19 New York, NY
<b>Data Scientist</b> Emadri	06/19 – 12/19 New York, NY
<b>Data Analyst</b> Krafton	06/17 – 07/18 Pangyo, ROK

## PUBLICATIONS

\* indicates equal contribution

1. P. Kwon and C. Chen. Dreamingcomics: A story visualization pipeline via subject and layout customized generation using video models, December 2025. doi: 10.48550/arXiv.2512.01686
2. P. Kwon, C. Chen, and H. Joo. Graspdiffusion: Synthesizing realistic whole-body hand-object interaction. *The IEEE/CVF Winter Conference on Applications of Computer Vision (WACV)*, March 2026. doi: 10.48550/arXiv.2410.13911
3. H. Kim, S. Han, P. Kwon, and H. Joo. Beyond the contact: Discovering comprehensive affordance for 3d objects from pre-trained 2d diffusion models. *European Conference on Computer Vision*, September 2024. doi: 10.1007/978-3-031-72983-6\_23
4. S. J. Song, M. Tang, B. Gwartzman, D. Lee, P. Romandini, M. Salem, P. Kwon, S. K. Feiner, and I. Sailer. Augmented-reality-assisted intraoral scanning: A proof-of-concept study. *Journal of Prosthodontics*, 33(6):550–557, July 2024. doi: 10.1111/jopr.13836
5. B. Kim\*, P. Kwon\*, K. Lee, M. Lee, S. Han, D. Kim, and H. Joo. Chupa: Carving 3d clothed humans from skinned shape priors using 2d diffusion probabilistic models. In *2023 IEEE/CVF International Conference on Computer Vision (ICCV)*, pages 15919–15930, October 2023. doi: 10.1109/ICCV51070.2023.01463

6. K. Lee\*, P. Kwon\*, M. Lee, N. Ahn, and J. Lee. LPMM: Intuitive pose control for neural talking-head model via landmark-parameter morphable model. *arXiv preprint arXiv:2305.10456*, May 2023. doi: 10.48550/arXiv.2305.10456
7. N. Ahn, P. Kwon, J. Back, K. Hong, and S. Kim. Interactive cartoonization with controllable perceptual factors. In *2023 IEEE/CVF Conference on Computer Vision and Pattern Recognition (CVPR)*, pages 16827–16835, June 2023. doi: 10.1109/CVPR52729.2023.01614
8. P. Kwon, J. You, G. Nam, S. Park, and G. Chae. Kodf: A large-scale korean deepfake detection dataset. In *2021 IEEE/CVF International Conference on Computer Vision (ICCV)*, pages 10724–10733, 2021. doi: 10.1109/ICCV48922.2021.01057

## PROJECTS AND RESEARCH

<b>AI Photocard   Python</b>	12/23
Naver Webtoon AI	
<ul style="list-style-type: none"> <li>Built a python-based library to service the state-of-the-art diffusion models in generating image, video and 3D content, for internal usage</li> </ul>	
<b>AI Studio : An easy-to-use generative AI framework   Python, C#</b>	06/23
Naver Webtoon AI	
<ul style="list-style-type: none"> <li>Built an user-friendly system of creating / inpainting images based on generative AI models.</li> </ul>	
<b>Augmented-Reality-Assisted Intraoral Scanning (ARIOS)   C#</b>	06/23
Columbia University	
<ul style="list-style-type: none"> <li>Participated in a proof-of-concept study of implementing Augmented Reality towards intraoral scanning to further improve efficiency of scanning procedures.</li> </ul>	
<b>Chupa : Diffusion-based 3D Human Digitalization   Python, C#</b>	02/23
Naver Webtoon AI & Seoul National University	
<ul style="list-style-type: none"> <li>Collaborated with SNU Visual Computing Lab in creating 3D human models via diffusion models.</li> <li>Research paper was accepted as an oral paper to ICCV 2023.</li> </ul>	
<b>KoDF: A Large-scale Korean DeepFake Detection Dataset   Python</b>	10/20
Deepbrain AI	
<ul style="list-style-type: none"> <li>Large scale original/synthesized (deepfake) facial video dataset focused on asian subjects, along with a deepfake detection model trained on the dataset.</li> <li>Research paper was accepted to ICCV 2021.</li> </ul>	
<b>Pally : Augmented Reality for Social Transition   C#</b>	June 2019
Verizon 5G Edtech Challenge	
<ul style="list-style-type: none"> <li>Project on improving social skills for autistic children using Microsoft Hololens and 5G Network.</li> </ul>	

## HONORS AND AWARDS

<b>ICCV Oral</b>	Oct 2023
for "Chupa: Carving 3d clothed humans..." (top 1.8% of submissions)	
<b>Verizon 5G Edtech Challenge Winning Project</b>	May 2019
for "Pally: Augmented Reality for Social Transition" (Top 10 amongst submitted projects)	
<b>IBM Call for Code Hackathon 1st place</b>	Aug 2018
<b>UVA Order of the Orange Stole</b>	May 2017
Recognition for early graduation at University of Virginia	
<b>Dean's List</b>	August 2015 – May 2017
Recognition for academic excellence at University of Virginia	

## SKILLS

**Languages:** Korean, English  
**Programming:** Python (PyTorch, Tensorflow), MATLAB, C++, C#, Java, SQL, R Studio, AWS, Azure