# HYUNJIN KIM (김현진)

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Personal Page

## EDUCATION

**KAIST (Korea Advanced Institute of Science and Technology)** *Sep.2021 - Feb.2024*
M.S. in Computer Science *Daejeon, South Korea*

- Advisor: Minhyuk Sung

**KAIST (Korea Advanced Institute of Science and Technology)** *Mar.2016 - Aug.2021*
B.S. in Computer Science *Daejeon, South Korea*
Double Major in Mathematical Science

## PUBLICATIONS

* denotes equal contribution

[1] **PartSTAD: 2D-to-3D Part Segmentation Task Adaptation**
**Hyunjin Kim**, Minhyuk Sung
**ECCV 2024**
[Paper]

[2] **SyncDiffusion: Coherent Montage via Synchronized Joint Diffusions**
Yuseung Lee, Kunho Kim, **Hyunjin Kim**, Minhyuk Sung
**NeurIPS 2023**
[Project page] [Paper] [Code]

[3] **Pop-Out Motion: 3D-Aware Image Deformation via Learning the Shape Laplacian**
Jihyun Lee*, Minhyuk Sung*, **Hyunjin Kim**, Tae-Kyun Kim
**CVPR 2022**
[Project page] [Paper] [Code]

## WORK EXPERIENCES

**KRAFTON INC.**, 3D Vision Engineer / Researcher *Jun.2024 - Curr.*

- Develop Video-to-3D system.
- Improve the quality of Image-to-3D pipeline.

**SNOW Corp.**, Intern *Jul.2019 - Sep.2019*

- Develop an iOS FaceRelighting Camera App utilizing ARKit and Metal.

## TEACHING EXPERIENCES

**Teaching Assistant** (CS380) Introduction to Computer Graphics, KAIST *Mar.2023 - Jun.2023*

(CS479) Machine Learning for 3D Data, KAIST *Sep.2023 - Dec.2023*

## OTHER EXPERIENCES

**KTH Royal Institute of Technology** *Jan.2020 - Apr.2020*
Exchange Student *Stockholm, Sweden*

## PROJECTS

**BARF Reimplementation**, KAIST CS492 Machine Learning for 3D Data *Spring 2022*

- Reimplementing BARF (Bundle-Adjusting Neural Radiance Fields) from scratch.

**TCNet**, KAIST CS580 Artificial Intelligence and Machine Learning *Spring 2022*

- Improving amodal instance segmentation method BCNet via trilayer structure.

## ACADEMIC SERVICES

**Reviewer**
*CVPR2023, CVPR2024*

## SKILLS

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|---|---|
| **Languages** | Korean (Native), English (Fluent) |
| **Programming Languages** | Python, Swift, C, C++, Kotlin, Scala, F#, Ocaml |
| **Frameworks** | Pytorch, Tensorflow, Docker, OpenGL, Metal, ARKit |