CHANG WOOK SEO

Language: Korean, English and Japanese | mightylg9094@gmail.com

EDUCATION & RESEARCH EXPERIENCE

KOREA ADVANCED INSTITUTE OF SCIENCE AND TECHNOLOGY (KAIST) Daejeon, Korea
Ph.D.   Mar 2021 – Feb 2024
Culture Technology, Visual Media Lab (Professor: Junyong Noh)

SOGANG UNIVERSITY   Seoul, Korea
Master of Science   Mar 2019 – Feb 2021
Media Technology, Visual Data Science Lab (Professor: Yongduek Seo)

KYOTO UNIVERSITY OF THE ARTS   Kyoto, Japan
Bachelor of Fine Arts   Apr 2011 – Mar 2017
Character Design, VFX seminar
(2 years of military service while student)

OPEN UNIVERSITY OF THE JAPAN   Tokyo, Japan
Credited auditor
Course: Data structure and Programming, Introduction to Linear algebra

WORK EXPERIENCE

Donuts Co. Ltd. [LINK]   Tokyo, Japan
Computer Graphics Design   Apr 2017 – Jan 2019
- Modeling and animating 3D resources of the mobile game 艦つく -Warship Craft-
- Developing in-house tool of MAYA and Unity shader

PUBLICATIONS

(* denotes equal contribution)
- *(accept)* Kwan Yun*****, Kwanggyoon Seo*****, **Chang Wook Seo***, Soyeon Yun, Seongcheol Kim, Soohyun Ji, Amirsaman Ashtari, and Junyong Noh. Stylized Sketch Extraction via Generative Prior with Limited Data. Computer Graphics Forum **(EUROGRAPHICS2024)**

- **Chang Wook Seo**, Amirsaman Ashtari, and Junyong Noh. 2023. Semi-supervised reference-based sketch extraction using a contrastive learning framework. ACM Trans. Graph. 42, 4, Article 56, (**SIGGRAPH 2023**)

- Amirsaman Ashtari*****, **Chang Wook Seo***, Cholmin Kang, Sihun Cha, and Junyong Noh. 2022. *Reference Based Sketch Extraction via Attention Mechanism*. ACM Trans. Graph. 41, 6, Article 207, (**SIGGRAPH ASIA 2022**)

- **Chang Wook Seo**, and Yongduek Seo. 2021.*Seg2pix: Few shot training line art colorization with segmented image data. Applied Sciences.* 11.4 (2021): 1464. (IF=2.7)

PUBLICATIONS (*In submission*)

(* denotes equal contribution)
- *(In submission)* Minsun Kim**,** **Chang Wook Seo**, Hyunho Yun, and Junyong Noh. Video classifier with adaptive blur network to determine horizontally extrapolatable video content,

PROJECTS

KOCCA
3D Fashion avatar reconstruction for metaverse   June 2023 – Jan 2024
- Developing the AI model for 3d human reconstruction
- Research on fashion image manipulation techniques

METAVERSE ENTERTAINMENT
Developing SW for generating realistic 3D face animation   Jan 2023 – Dec 2023
- Developing the AI model for 3d face animation
- Research on domain adaptation techniques between real and anime style

NIA
Dataset construction
Construct Dataset for Video captioning   June 2023 – Dec 2023
- Developing the AI model for video captioning

SAMSUNG RESEARCH
Future project   June 2022 – Dec 2022
- Developing new video generation techniques for future display

IITP
Cinemagraph AR/VR project   Mar 2021 – Dec 2022
- Developing scene mesh reconstruction for VR devices
- Research 3D human generation based on a single image

NIA
Construct Dataset for image manipulation   Mar 2021 – Dec 2021
- Developing the AI model for image manipulation

Hyundai MNsoft
Developing deep learning algorithm for SD Map road status generation   Mar 2019 – Dec 2019
- Developing image classification method for traffic sign plate
- Research in OCR (Optical Character Recognition) method for recognizing traffic sign plate (Korean)