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)**

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)