

Taeho Kang

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RESEARCH INTERESTS

I am interested in innovating the XR experience. To contribute to it, I am building CV approaches to enable the reconstruction and generation of 3D content. I previously worked on human pose estimation with egocentric cameras and dynamic 3D scene reconstruction. My research goal is to enable people to fully express themselves in the XR in the way they want to express themselves.

EDUCATION

Mar. 2021 ~ Present	Seoul National University Department of Computer Science and Engineering <i>Advisor: Youngki Lee</i> <i>Ph.D. Student</i> GPA: 4.01 / 4.3	Seoul, Korea
Mar. 2017 ~ Feb. 2021	Seoul National University Department of Computer Science and Engineering <i>B.S. in Computer Science and Engineering</i> GPA: 3.74 / 4.3 <i>Cum Laude</i>	Seoul, Korea

PUBLICATIONS

1. Taeho Kang, Youngki Lee, "Attention-Propagation Network for Egocentric Heatmap to 3D Pose Lifting", *CVPR Highlight*, (2024),
2. Taeho Kang, Kyungjin Lee, Jinrui Zhang, Youngki Lee, "Ego3DPose: Capturing 3D Cues from Binocular Egocentric Views", *SIGGRAPH ASIA*, (2023),
3. Sunmin Lee, Taeho Kang, Jungnam Park, Jehee Lee, Jungdam Won, "SAME: Skeleton-Agnostic Motion Embedding for Character Animation", *SIGGRAPH ASIA*, (2023),

RESEARCH EXPERIENCES

- Research Intern at Hutom, Korea (Dec. 2017 ~ Feb. 2018) / Learn the basics of deep learning and simulation of organs for surgical assistance.
- Research Intern at Dept. of Computer Science and Engineering, Seoul National University, Korea (Jul. 2019 ~ Aug. 2019) / UROP: Simulation of soft-body model based on mass-spring systems
- Research Student at Dept. of Computer Science and Engineering, Seoul National University,

Korea (Mar. 2021 ~ Present) / Movement Research Lab (2021) & Human-Centered Computer Systems Lab (2022~)

- Research Intern at Amazon.com Services LLC, United States (Jul. 2024 ~ Nov. 2024) / Applied Scientist

EXPERIENCE

- Freelance Garment Annotation Tool Development, SAMATTI (2020)
- Reviewer, SIGGRAPH ASIA (2024)

SKILLS AND TECHNIQUES

- AI model research for 3D vision and character animation including GNN
- Reinforcement learning of character control in DART engine with TensorFlow
- MoCap Data Process and character motion editing in Python, Unreal Engine
- PyQt-based image annotation tool development
- Website frontend development using React JS

AWARDS AND HONORS

- Scholarship for Academic Performance, Seoul National University, Korea (Mar. 2018)
- Scholarship for Academic Performance, Seoul National University, Korea (Sep. 2018)
- Scholarship for Academic Performance, Seoul National University, Korea (Mar. 2019)
- Scholarship for Academic Performance (Full tuition), Seoul National University, Korea (Sep. 2019)