# JAEAH LEE

# **Research interests**

I am primarily interested in the fields ranging from *computer vision* to *computer graphics*, including but not limited to implicit neural representations and generative models. As a researcher, my ultimate goal is to help bring our inner thoughts and imagination to life without limitations.

### **EDUCATION**

<b>Seoul National University</b> <i>Master's Student in Artificial Intelligence</i> Graduate researcher at Visual & Geometric Intelligence Lab. (Advised by Prof. Jaesik Park)	<b>Mar 2024 – Current</b> Seoul, Republic of Korea
Seoul National University B.S. in Chemistry Education B.S. in Computer Science and Engineering Earned 173 credits including Computer Vision, Computer Linguistics, and Artificial Intelligence. Received Outstanding Thesis Presentation Award in Dept. of Computer Science and Engineering. GPA: 3.75/4.3, Cum Laude	<b>Mar 2019 – Feb 2024</b> Seoul, Republic of Korea
<b>Sookmyung Women's University</b> <i>Incomplete course, Major in Mathematics</i> Was a student for nearly a year and earned 15 credits including <i>Calculus I</i> and <i>Discrete Mathematics</i> . GPA: 4.15/4.3 (As the <b>1st</b> rank of the department)	<b>Mar 2018 – Jan 2019</b> Seoul, Republic of Korea

## **EXPERIENCES**

#### 3D Vision Lab, Seoul National University

Research Intern

- Advisor: Prof. Young Min Kim
- Major research area: Non-photorealistic rendering.
- Worked on research related to drawing 3D concept sketch lines from in-the-wild images.

#### Vision & Learning Lab, Seoul National University

Research Intern

- Advisor: Prof. Gunhee Kim
- Major research area: Neural rendering, inverse graphics networks.

• Participated in research related to light source reconstruction and relighting with neural rendering approaches.

#### Biointelligence Lab, Seoul National University

Internship in Undergraduate Research Opportunities Program (UROP)

- Advisor: Prof. Byoung-Tak Zhang
- Participated in the development of a human-computer interaction (HCI) system on a Softbank Pepper robot to provide controls for humans to give commands such as dancing, taking a photograph, and giving a self-introduction.
- Person re-identification based on computer vision techniques involving convolution neural networks to enhance the robot perception.

# **PUBLICATIONS**

#### Conferences

• Changwoon Choi, Jaeah Lee, Jaesik Park, and Young Min Kim, 3Doodle: Compact Abstraction of Objects with 3D Strokes, SIGGRAPH (ACM Transactions on Graphics) 2024.

# **TEACHING EXPERIENCES**

**Jul 2023 – Feb 2024** Seoul, Republic of Korea

**Jun 2022 – May 2023** Seoul, Republic of Korea

**Jul 2021 – Sep 2021** *Seoul, Republic of Korea* 

### **SCHOLARSHIPS**

**AI Fellowship** Full tuition Kim Dong-gil Special Scholarship Full tuition **Chunjae Education Scholarship** Full tuition Merit-based Scholarship *Partial tuition (10%)* 

Hojun Scholarship Full tuition

Merit-based Scholarship Partial tuition (30%)

#### **TECHNICAL SKILLS**

Python (including Pytorch and OpenCV), Java, C, C++, Verilog, and RISC-V Assembly Language Programming Tools Git, Latex, and Blender Korean (Native), English Languages

Spring 2022 – Fall 2022 Kwanak Coporation Spring 2021 Chunjae Education Scholarship Foundation

Fall 2020 Seoul National University

Spring 2020 Hojun Scholarship Foundation

> Fall 2019 Seoul National University

Spring 2024 – Current SNU IPAI