

JAEAH LEE

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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 3D generative models. As a researcher, my ultimate goal is to help bring our inner thoughts and imagination to life without limitations.

EDUCATION

Seoul National University <i>Master's Student in Artificial Intelligence</i> Graduate researcher at Visual & Geometric Intelligence Lab. (Advised by Prof. Jaesik Park)	Mar 2024 – Current <i>Seoul, Republic of Korea</i>
Seoul National University <i>B.S. in Chemistry Education</i> <i>B.S. in Computer Science and Engineering</i> Earned 173 credits including <i>Computer Vision</i> , <i>Computer Linguistics</i> , and <i>Artificial Intelligence</i> . GPA: 3.75/4.3, <i>Cum Laude</i>	Mar 2019 – Feb 2024 <i>Seoul, Republic of Korea</i>
Sookmyung Women's University <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 1st rank of the department)	Mar 2018 – Jan 2019 <i>Seoul, Republic of Korea</i>

EXPERIENCES

3D Vision Lab, Seoul National University <i>Undergraduate Intern</i> <ul style="list-style-type: none">• 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.	Jul 2023 – Feb 2024 <i>Seoul, Republic of Korea</i>
Vision & Learning Lab, Seoul National University <i>Undergraduate Intern</i> <ul style="list-style-type: none">• 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.	Jun 2022 – May 2023 <i>Seoul, Republic of Korea</i>
Biointelligence Lab, Seoul National University <i>Internship in Undergraduate Research Opportunities Program (UROP)</i> <ul style="list-style-type: none">• 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.	Jul 2021 – Sep 2021 <i>Seoul, Republic of Korea</i>

SCHOLARSHIPS

AI Fellowship <i>Full tuition</i>	Spring 2024 – Current <i>SNU IPAI</i>
Kim Dong-gil Special Scholarship <i>Full tuition</i>	Spring 2022 – Fall 2022 <i>Kwanak Coporation</i>
Chunjae Education Scholarship <i>Full tuition</i>	Spring 2021 <i>Chunjae Education Scholarship Foundation</i>
Merit-based Scholarship <i>Partial tuition (10%)</i>	Fall 2020 <i>Seoul National University</i>
Hojun Scholarship <i>Full tuition</i>	Spring 2020 <i>Hojun Scholarship Foundation</i>
Merit-based Scholarship <i>Partial tuition (30%)</i>	Fall 2019 <i>Seoul National University</i>

TEACHING EXPERIENCES

Basic Computing: First Adventures in Computing (L0444.000400) *Tutor*

Spring 2021

TECHNICAL SKILLS

Programming

Python (including Pytorch and OpenCV), Java, C, C++, Verilog, and RISC-V Assembly Language

Tools

Git, Latex, and Blender

Languages

Korean (Native), English