

SeungWon Seo

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PROFESSIONAL SUMMARY

I'm SeungWon Seo, an MS student at the [IIXR Lab, Korea University](#). My current research focuses on [Embodied Agents](#). I am also deeply interested in [VR Experiences](#), [Character Animation](#), and [Generative Models](#).

EDUCATION

- Korea University** | MS in Computer Science and Engineering Seoul, Korea | Mar. 2025 – Current
• Transferred from Kyung Hee University to Korea University in March 2025
- Kyung Hee University** | Integrated MS-Ph.D. in Artificial Intelligence Yongin, Korea | Mar. 2024 – Feb. 2025
- Kyung Hee University** | B.E. in Software Convergence Yongin, Korea | Mar. 2020 – Feb. 2024

EXPERIENCES

- AAAI 2025** | Student Volunteer Philadelphia, USA | Feb. 2025 – Mar. 2025
• Assisted in organizing conference sessions and guiding participants
- NCSOFT** | Research Intern Seongnam, Korea | Jul. 2023 – Aug. 2023
• Graphics AI Lab Motion Data Team
• Conducted research on text-based gesture animation generation
- IIXR Lab** | Undergraduate Researcher Yongin, Korea | Dec. 2021 – Feb. 2024
• Conducted research on user interactions in VR environments
- Kyung Hee University** | Department Student Council President Yongin, Korea | Mar. 2021 – Dec. 2021
• Led departmental student council activities and organized various academic and social events

PAPER LISTS

- 1. REVECA: Adaptive Planning and Trajectory-based Validation in Cooperative Language Agents Using Information Relevance and Relative Proximity**
 - **SeungWon Seo***, SeongRae Noh*, Junhyeok Lee, SooBin Lim, Won Hee Lee, and HyeongYeop Kang^o
 - *Association for the Advancement of Artificial Intelligence (AAAI), Feb. 25 - Mar. 4 2025, Philadelphia, Pennsylvania, United States*
 - Oral Presentation, Acceptance rate 5%
 - [Paper Link](#), [Video Link](#), [Project Link](#)
- 2. DAMO: A Deep Solver for Arbitrary Marker Configuration in Optical Motion Capture**
 - KyeongMin Kim, **SeungWon Seo**, DongHeun Han, and HyeongYeop Kang^o
 - *ACM Transactions on Graphics (TOG), Oct. 2024*
 - Invited to Siggraph 2025, IF = 9.585, Top 1%
 - [Paper Link](#), [Video Link](#)
- 3. DARAM: Dynamic Avatar-Human Motion Remapping Technique for Realistic Virtual Stair Ascending Motions**
 - SooBin Lim, **SeungWon Seo**, and HyeongYeop Kang^o
 - *ACM SIGGRAPH, Aug 6-10 2023, Los Angeles, United States*
 - [Paper Link](#), [Video Link](#)
- 4. Dungeon generation via reinforcement learning**
 - **SeungWon Seo**, and HyeongYeop Kang^o
 - *Korea Software Congress, Dec 20-22 2023, Busan, Korea*
- 5. Data-driven camera manipulation about vertical locomotion in a virtual environment**
 - **SeungWon Seo**, SeongRae Noh, RoUn Lee, SeungJun Park, and HyeongYeop Kang^o
 - *Journal of the Korea Computer Graphics Society, Jul 13-15 2022, Sokcho, Korea*

SCHOLARSHIPS

2025 AAI Student Scholarship ([AAAI-25](#))

- Paper: REVECA: Adaptive Planning and Trajectory-based Validation in Cooperative Language Agents Using Information Relevance and Relative Proximity

2024 Master's Program Research Scholarship ([NRF](#))

- Title: LLM-Based Cooperative Virtual Reality Agents using Information Relevance and Plan Validation
- RS-2024-00461084

2021 Pearl Abyss Scholarship ([Pearl Abyss](#))

- Research on motion style transfer ([Watch Video](#))

2021 - 2023 Undergraduate Teaching Assistance Scholarship ([Kyung Hee University](#))

- Web and Python Programming, Design Thinking

2021 - 2023 Scholarship of Kyung Hee University National Center of Excellence in Software ([SWUNIV](#))

- Software Festival Award, Software Membership

2020 - 2022 Fully Funded Scholarship ([Kyung Hee University](#))

- Awarded a fully-funded scholarship through the Practical Excellence Admission Track

AWARDS

2022 NC Fellowship Neural Graphics Track – Top Prize ([NCSOFT](#))

- Research on motion generation ([Project Link](#))

2022 Immersive Media Game Competition – Top Prize ([COSS](#))

- Developed a VR puzzle game where players detect enemy gaze through auditory cues ([Watch Video](#))

2020 Union of Clubs for Programming Contests ([UCPC](#))

- Advanced to the finals and achieved 28th place among nationwide teams. ([Result](#))

2019 Korean Olympiad in Informatics - Participation Prize ([KIISE](#))

2019 Kookmin University Algorithm Competition - Participation Prize ([Kookmin University](#))

TEACHING

Game Engine Basics [SWCON21200]

- Practical exercises using Unreal Engine 5

Kyung Hee University | Sep. 2024 – Dec. 2024

Full-Stack Service Networking [SWCON49200]

- Learned cutting-edge networking technologies

Kyung Hee University | Mar. 2024 – Jun. 2024

OTHER INFORMATION

Conference or Journal Reviewer:

- CHI Conference on Human Factors in Computing Systems
- ACM Transactions on Graphics