

Jisang Han

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🏠 Personal Website 🎓 Google Scholar ✉ onground@kaist.ac.kr

Research Interests

My research interests lie in the intersection of computer vision and machine learning, particularly in 3D computer vision and generative models. My goal is to solve fundamental problems in 3D computer vision and apply them to real-world scenarios. Recently, I am interested in the problem of:

- 3D & 4D Reconstruction
- World models

Education

M.S / Ph.D Integrated Course in Artificial Intelligence Korea Advanced Institute of Science and Technology (KAIST)	Sep. 2024 – Advisor: Seungryong Kim
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M.S in Computer Science and Engineering Korea University	Mar. 2024 – Aug. 2024 Advisor: Seungryong Kim
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- Degree incomplete: Transferred to KAIST with advisor.

B.S in Computer Science and Engineering Korea University	Mar. 2020 – Feb. 2024
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- GPA 4.38 / 4.5 (*Summa Cum Laude*, **ranked 1st**)

Experience

New York University (NYU) New York, NY, USA Visiting Scholar (Advisor: <i>Chen Feng and Saining Xie</i>)	May. 2025 – Aug. 2025
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Corca Seoul, Korea ML Engineer	Jun. 2023 – Dec. 2023
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CVLAB, Korea University Seoul, Korea Research Intern (Advisor: <i>Seungryong Kim</i>)	Mar. 2022 – Jun. 2023
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Publications

*: Equal Contribution, †: Corresponding Author

International Conference

[C2] PF3plat: Pose-Free Feed-Forward 3D Gaussian Splatting Sunghwan Hong*, Jaewoo Jung*, Heeseong Shin, <u>Jisang Han</u> , Jiaolong Yang†, Chong Luo†, Seungryong Kim† <i>International Conference on Machine Learning (ICML 2025)</i>	Paper Project Page Code
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[C1] Cross-View Completion Models are Zero-shot Correspondence Estimators Honggyu An*, Jinhyeon Kim*, Seonghoon Park, Jaewoo Jung, <u>Jisang Han</u> , Sunghwan Hong, Seungryong Kim† <i>Computer Vision and Pattern Recognition (CVPR 2025)</i> (Highlight)	Paper Project Page Code
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Preprints

[P4] D²USt3R: Enhancing 3D Reconstruction with 4D Pointmaps for Dynamic Scenes

[Paper](#) | [Project Page](#) | [Code](#)

Jisang Han^{*}, Honggyu An^{*}, Jaewoo Jung^{*}, Takuya Narihira, Junyeong Seo, Kazumi Fukuda, Chaehyun Kim, Sunghwan Hong, Yuki Mitsufuji[†], Seungryong Kim[†],

[P3] Video Camera Trajectory Editing with Generative Rendering from Estimated Geometry

[Paper](#) | [Project Page](#) | [Code](#)

Junyeong Seo^{*}, Jisang Han^{*}, Jaewoo Jung^{*}, Siyoon Jin, Joungbin Lee, Takuya Narihira, Kazumi Fukuda, Takashi Shibuya, Donghoon Ahn, Shoukang Hu, Seungryong Kim[†], Yuki Mitsufuji[†]

[P2] Relaxing Accurate Initialization Constraint for 3D Gaussian Splatting

[Paper](#) | [Project Page](#) | [Code](#)

Jaewoo Jung^{*}, Jisang Han^{*}, Honggyu An^{*}, Seonghoon Park^{*}, Jiwon Kang^{*}, Seungryong Kim[†]

Featured on Github (300+ Stars)

[P1] Self-Evolving Neural Radiance Fields

[Paper](#) | [Project Page](#) | [Code](#)

Jaewoo Jung^{*}, Jisang Han^{*}, Jiwon Kang^{*}, Seongchan Kim, Seungryong Kim[†]

Workshop on Image Processing and Image Understanding (IPIU 2024) (Outstanding Paper Silver Award)

Honors

Outstanding Paper Silver Award, IPIU 2024

2024

- *Paper: Self-Evolving Neural Radiance Fields*

Highest Honor, Korea University

2024

- *Graduated 1st in College of Informatics*

Dean's list, Korea University

2021, 2022

- *Award for achieving a GPA of 4.5/4.5*

Semester High Honors, Korea University

2020, 2021, 2022, 2023

- *Award for Academic Excellence*

Academic Services

Conference Reviewers

- *International Conference on Learning Representations (ICLR)*, 2025
- *Association for the Advancement of Artificial Intelligence (AAAI)*, 2026