Jueun Kim

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Education

KAIST AI — Seoul, Republic of Korea
M.S. in Artificial Intelligence, Advisor: Prof. Chulhee Yun — *March 2026 – Present*

Yonsei University (GPA(Major): 4.09(4.12)/4.3, 3rd/62 in Major) — Seoul, Republic of Korea
B.S. in Computer Science, Double Major in Mathematics — *March 2021 – February 2026*

Experience

Research Intern (Advisor: Prof. Chulhee Yun) — *June 2025 – February 2026, KAIST AI*
- Edge of Stability, Loss landscape, Optimization.

Research Intern (Advisor: Prof. Youngwoon Lee) — *July 2024 – August 2024, Yonsei AI*
- 3D World Model for Robot Manipulation.

Research Intern (Advisor: Prof. Eunho Yang) — *June 2023 – September 2023, KAIST AI*
- Joined a 3D video generation with 2D Stable Diffusion and neural implicit reconstruction models.

Visiting Scholar — *December 2023 – February 2024, Purdue University*
- 3D visual implicit RGB-SLAM.

Publications

AMUSE: Anytime Muon with Stable Gradient Evaluation — HiLD at ICML 2026
- **Jueun Kim**, Baekrok Shin, Jihun Yun, Beomhan Baek, Minhak Song, and Chulhee Yun.

Awards And Honors

Great Honor (Top 3%) — 2025-1
Yonsei University

Highest Honor (Top 1%) — 2024-1
Yonsei University

Honor (Top 10%) — 2023-2
Yonsei University

Great Honor (Top 3%) — 2022-1
Yonsei University

Merit-based Scholarship — Dec 2022, Jan 2023, March 2023, Dec 2023, June 2024, June 2025
Yonsei University

Projects

RGB-SLAM | *Python, Pytorch* — December 2023 – February 2024
- Worked on dense, visual SLAM (Simultaneous Localization and Mapping). Changed the model architecture of RGB-D visual SLAM into RGB visual SLAM, removing the requirement for depth data.

Meetable | *React, JavaScript, CSS* — September 2023 – May 2024
- Developed a website for making appointments among many people and for a personal calendar.
- Link for Meetable

WakeUpFromNightmare | *OpenGL, C++* — March 2024 – June 2024
- OpenGL-based horror game. User must escape the room after finding three keys.
- Link for the video demo

3D Conditioned Relighting | *Python, Pytorch* — May 2023
- Combined S3-NeRF (Neural Reflectance Field from Shading and Shadow under a Single Viewpoint) and SDPS-Net (Self-calibrating Deep Photometric Stereo Networks) for a single-view multi-light relighting task under unknown lighting conditions. Participated in YAICON, an internal academic contest.

Relevant Coursework

Deep Learning
Computer Vision, Machine Learning, Linear Algebra, Mathematical Problems in Deep Learning, Natural Language Processing, Reinforcement Learning
Programming
Object-Oriented Programming, Data Structures, Logic Circuit Design, Software Engineering, Operating System, Architecture of Computer, Computer Graphics

Technical Skills

Languages: Python, C/C++, SQL (Postgres), JavaScript, HTML/CSS
Frameworks: OpenGL, React, Pytorch, Tensorflow