

Kim Junggho

I build production systems across generative AI, real-time 3D, and immersive media.

My practice connects research, software, and exhibition delivery, turning emerging technologies into workflows that can be tested, taught, and deployed.

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Practice
Founder, IXIWORKS

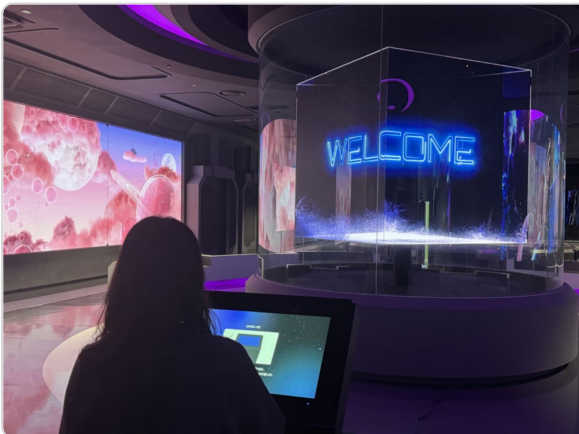
Research
Springer and KCI publications

Degree
Ph.D. in Art Engineering

Current work
Patent filed in 2026

Selected Work

Production systems where generated media, interfaces, and real-time engines become working public experiences.

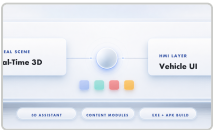


AI experience system 2025

VIVE AI Kiosk Experience Design

An end-to-end kiosk workflow connecting AI-generated visuals, interaction design, and on-site exhibition operation.

[Open case study ↗](#)



Real-time interface 2025

Hyundai Mobis Connect

In-vehicle infotainment prototype implemented as real-time EXE and APK packages.



Digital twin research 2024 to 2025

3D Human Digitizing Pipeline

A production pipeline connecting capture, reconstruction, optimization, and reusable digital human assets.



Immersive media 2023 to 2025

Cinematic VR / AI Screening

Immersive work developed for festival, museum, and international exhibition contexts.



Additional production, 2025: Healing Landscape-Style AI Media Art Content Production for the Jeonju University Industry-Academic Cooperation Foundation.

Selected Research

Research into AI-assisted pre-production, digital human pipelines, and immersive content systems.

01	Agile Vibe Pre-Production Storyboard Patent Application no. 10-2026-0054962 · Tae-Kyung Yoo, Jungho Kim Patent application	2026
02	Digital Twin Pipeline for Optimizing 3D Human Digitizing System Lecture Notes in Networks and Systems, vol. 1153, CIPR 2024, pp. 75-91. DOI: 10.1007/978-981-97-8093-8_6 . Springer	2025
03	Training R&D Talent for Generative AI and Cloud-Based Content Production Applied research and curriculum development connecting generative AI with production practice. R&D program	2024 to 2026
04	A Study on a Digital Twin Pipeline for Optimizing a 3D Human Digitizing System Graduate School of Advanced Imaging Science, Multimedia & Film, Chung-Ang University. Ph.D. dissertation	2024

Experience & Education

A practice built across research, higher education, and independent production.

Experience

- 2025.06 to present
Founder / CEO, IXIWORKS
AI software and digital media content development.
- 2024.05 to present
Full-time Researcher, Chung-Ang University Industry-Academic Cooperation Foundation
Generative AI and cloud-based content production R&D.
- 2022.09 to present
Lecturer, College of Art & Technology, Chung-Ang University
Game engines, content programming, media art programming, and digital archiving.

Education

- 2020.03 to 2024.02
Ph.D. in Image Engineering / Art Engineering
Graduate School of Advanced Imaging Science, Multimedia & Film, Chung-Ang University.
- 2018.03 to 2020.02
M.A. in Image Engineering / Art Engineering
Graduate School of Advanced Imaging Science, Multimedia & Film, Chung-Ang University.
- 2011.02 to 2017.02
B.A. in Photography & Video
Kyungil University.

Teaching

Project-based courses that translate technical systems into practical creative workflows.

Game Engine I / II	Unreal Engine, real-time production, interactive systems, and project-based prototyping.	↗
Content Programming Practice	Creative coding, production pipelines, and practical software prototyping for media content.	
Media Art Programming Practice	p5.js, interaction design, audiovisual media, and experimental computational expression.	↗
Digital Archiving and Data Visualization	Data storytelling, cultural data systems, visual analysis, and digital archive workflows.	
프로그래밍은 몰라도 AI는 사용합니다만	한국예술종합학교 융합예술센터 아트콜라이더 아카데미 바이브 코딩 워크숍.	↗

Latest News

Recent milestones across research, company building, and exhibition work.

2026.03.26	Patent application filed for Agile Vibe Pre-Production Storyboard Patent.
2025.06	Founded IXIWORKS as a software and AI media content development company.
2025	Participated in the Korea-Canada convergence art special exhibition.