Nam Ho Koh

Ph.D. Candidate | Robotics | Reinforcement Learning | Agricultural Manipulation | Mobile GUI Agents

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Education

Korea Advanced Institute of Science and Technology (KAIST) Sep. 2024 – Present
Ph.D. Candidate, Kim Jaechul Graduate School of AI; GPA: 4.00; Advisor: Prof. Kee-Eung Kim *Seoul, South Korea*

University of Michigan, Ann Arbor Sep. 2022 – May 2024
M.S. in Computer Science & Engineering; GPA: 4.00; Advisor: Prof. Rada Mihalcea *Ann Arbor, MI, USA*

University of Sussex Sep. 2017 – Jun. 2021
B.S. in Computer Science & Artificial Intelligence with Placement Year; First-Class Honours *Brighton, United Kingdom*

Selected Publications

Accepted

- **WACV 2027. N. H. Koh***, J. Jang*, C. Oh, C. Yoo, M. Piao, J. Lee, J. Fort, K. Kim. "EGODELTA: Egocentric Pre/Post Scene Differences as 3D Action Supervision for Agricultural Manipulation."
- **EMNLP 2026-Main.** J. Na, D. E. Matsunaga, **N. H. Koh**, J. Lee, P. Poupart, K. Kim. "Dynamic Context Allocation for Concurrent Multi-Agent LLMs."
- **EMNLP 2026-Findings.** T. Tran*, **N. H. Koh***, A. Jain, D. E. Matsunaga, K. Kim. "Same Tasks, Different Apps: Why Mobile GUI Agents Fail to Generalize?"
- **LREC-COLING 2024.** O. Ignat et al., including **N. H. Koh**. "Has It All Been Solved? Open NLP Research Questions Not Solved by Large Language Models." [Paper]

Under Review

- **ICLR 2027.** C. Yoo, T. You, **N. H. Koh**, K.-E. Kim. "Learning Optimal Robot Rewards from Imperfect Trajectories with Quasimetrics."
- **AAAI 2027.** T. You*, **N. H. Koh***, D. E. Matsunaga, T. Tran, M. Schoenenberger, T.-M. Choi, K.-E. Kim. "Adaptive Environment Design for Generalizable Mobile GUI Agents."
- **AAAI 2027.** F. Moradi Kalarde, A. Toroghi, **N. H. Koh**, D. H. Hwang, S. Kim, K.-E. Kim, S. Sanner. "Bayes-Adaptive MDPs for Rollout Allocation to Enhance GRPO Training."

*Equal contribution.

Experience

Kim Jaechul Graduate School of AI, KAIST Seoul, South Korea
Teaching Assistant *Sep. 2025 – Present*

- Teaching assistant for Deep Reinforcement Learning (AI611) and Mathematics of AI (AI503).

NVIDIA Santa Clara, CA, USA
Machine Learning Engineer; Software Engineer Intern *Sep. 2024–Aug. 2025; May–Aug. 2023*

- Contributed to research and development of the ACE SDK; the work was featured in NVIDIA's CES 2026 announcement.
- Developed real-time, low-latency in-game language translation during the Universal Speech internship.

University of Michigan Ann Arbor, MI, USA
Associate Researcher; Graduate Student Instructor *Sep. 2022–May 2024; Jan. 2022–May 2024*

- Contributed to in-the-wild video question answering research in the Language and Information Technologies Lab.
- Taught Information Retrieval & Web Search (EECS 486) and Parallel Computing (EECS 587).

Samsung Research America Mountain View, CA, USA
Software Engineer Intern *Jul. 2019–Aug. 2020; Sep.–Dec. 2021*

- Developed AR applications for next-generation smart glasses and smart-home agent systems spanning voice, AR, and IoT; demonstrated prototypes internally.

Technical Skills & Honors

Programming: Python, C++, C#, ROS2, JavaScript, Java, Kotlin, SQL
Robotics, Simulation & ML: Isaac Sim, Gazebo, PyBullet, MuJoCo, Unity3D, Unreal Engine, PyTorch, Hugging Face, TensorFlow, OpenCV
AR & Cloud: ARCore, AR Foundation, Vuforia, NRSDK; AWS Lambda, DynamoDB, Firebase, SmartThings
Honors: Excellence Award, Global AI Research Leap Challenge 2026 (NAIRL); 1st Place, Best CS & AI Thesis (CASM), 2021; BCS IT Prize, Top-5 CS/IT Project, 2021