Jinseok Bae

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Education

Ph.D.	**Seoul National University**, Electrical and Computer Engineering	Sep 2022 – Feb 2027 (expected)

- GPA: 3.98/4.30

M.S.	**Seoul National University**, Electrical and Computer Engineering	Mar 2020 – Feb 2022

- GPA: 4.18/4.30

B.S.	**Seoul National University**, Biosystems Engineering, Electrical and Computer Engineering	Mar 2014 – Feb 2020

- GPA: 3.90/4.30

Experience

Meta, Research Scientist Intern (Upcoming) — Redmond, WA, USA / Aug 2025 – Feb 2026
- RL Research Gemini

Roblox, Research Intern — San Mateo, CA, USA / Jun 2024 – Sep 2024
- Core AI Team, Game Engine Department

LG AI Research, Research Scientist — Seoul, Republic of Korea / Jan 2022 – Jul 2022
- Vision AI Team

Samsung Electronics, Undergraduate Intern — Suwon, Republic of Korea / Jan 2019 – Feb 2019
- Health H/W Development Team, Mobile Division

Teaching Assistant
- Computer Graphics Programming (24'-fall)
- 3D Computer Vision Track for AI Experts (Samsung, 21'-summer)
- Signals and Systems (20'-spring)
- Korean Course (for Keio University Students, 18'-summer)

Conference Reviewer
- AAAI 2023, ICCV 2023, SIGGRAPH 2024, SIGGRAPH Asia 2024, CVPR 2025

Honors and Awards

Honorable Mention, Changhae Young Researcher Award — KCGS 2025
Korea Computer Graphics Society

Simulated Humanoid Wrestling Challenge (3rd Place) — ICRA 2023
Team Yeti (Donggeun Lim, Minseok Kim, *Jinseok Bae*, Young Min Kim, Jungdam Won)

Merit-based Scholarship — 19'-spring/fall, 18'-fall
Seoul National University

Agricultural Engineering Systems Scholarship — 18'-spring, 15'-spring/fall
Agricultural Engineering Systems Scholarship Foundation

Publications

Less is More: Improving Motion Diffusion Models with Sparse Keyframes   ICCV 2025

Jinseok Bae, Inwoo Hwang, Young Yoon Lee, Ziyu Guo, Joseph Liu, Yizhak Ben-Shabat,
Young Min Kim, Mubbasir Kapadia

Event-Driven Storytelling with Multiple Lifelike Humans in a 3D scene   ICCV 2025

Donggeun Lim, *Jinseok Bae*, Inwoo Hwang, Seungmin Lee, Hwanhee Lee, Young Min Kim

Motion Synthesis with Sparse and Flexible Keyjoint Control   ICCV 2025

Inwoo Hwang, *Jinseok Bae*, Donggeun Lim, Young Min Kim

PLT: Part-Wise Latent Tokens as Adaptable Motion Priors for Physically Simulated Characters   SIGGRAPH 2025

Jinseok Bae, Younghwan Lee, Donggeun Lim, Young Min Kim

Goal-Driven Human Motion Synthesis in Diverse Tasks   CVPR 2025
Workshop

Inwoo Hwang, *Jinseok Bae*, Donggeun Lim, Young Min Kim

Audio-aided Character Control for Inertial Measurement Tracking   Eurographics 2025
Short Paper

Hojun Jang, *Jinseok Bae*, Young Min Kim

Versatile Physics-based Character Control with Hybrid Latent Representation   Eurographics 2025

Jinseok Bae, Jungdam Won, Donggeun Lim, Inwoo Hwang, Young Min Kim

Dynamic Mesh Recovery from Partial Point Cloud Sequence   ICCV 2023

Hojun Jang, Minkwan Kim, *Jinseok Bae*, Young Min Kim

PMP: Learning to Physically Interact with Environments using Part-wise Motion Priors   SIGGRAPH 2023

Jinseok Bae, Jungdam Won, Donggeun Lim, Cheol-Hui Min, Young Min Kim

Neural Marionette: Unsupervised Learning of Motion Skeleton and Latent Dynamics from Volumetric Video   AAAI 2022 (Oral)

Jinseok Bae, Hojun Jang, Cheol-Hui Min, Hyungun Choi, Young Min Kim

Auto-rigging 3D Bipedal Characters in Arbitrary Poses   Eurographics 2021
Short Paper

Jeonghwan Kim, Hyeontae Son, *Jinseok Bae*, Young Min Kim

GATSBI: Generative Agent-centric Spatio-temporal Object Interaction   CVPR 2021 (Oral)

Cheol-Hui Min, *Jinseok Bae*, Junho Lee, Young Min Kim