

# Jinseok Bae

📍 Seoul    ✉ capoo95@snu.ac.kr    🔗 jinseokbae.github.io    in jinseokbae    🌐 jinseokbae

## Education

<b>Ph.D. Seoul National University</b> , Electrical and Computer Engineering • GPA: 3.98/4.30	Sep 2022 – Feb 2027 (expected)
<b>M.S. Seoul National University</b> , Electrical and Computer Engineering • GPA: 4.18/4.30	Mar 2020 – Feb 2022
<b>B.S. Seoul National University</b> , Biosystems Engineering, Electrical and Computer Engineering • GPA: 3.90/4.30	Mar 2014 – Feb 2020

## Experience

<b>Meta</b> , Research Scientist Intern (Upcoming) • RL Research Gemini	Redmond, WA, USA Aug 2025 – Feb 2026
<b>Roblox</b> , Research Intern • Core AI Team, Game Engine Department	San Mateo, CA, USA Jun 2024 – Sep 2024
<b>LG AI Research</b> , Research Scientist • Vision AI Team	Seoul, Republic of Korea Jan 2022 – Jul 2022
<b>Samsung Electronics</b> , Undergraduate Intern • Health H/W Development Team, Mobile Division	Suwon, Republic of Korea Jan 2019 – Feb 2019
<b>Teaching Assistant</b> <ul style="list-style-type: none"> <li>Computer Graphics Programming (24'-fall)</li> <li>3D Computer Vision Track for AI Experts (Samsung, 21'-summer)</li> <li>Signals and Systems (20'-spring)</li> <li>Korean Course (for Keio University Students, 18'-summer)</li> </ul>	
<b>Conference Reviewer</b> <ul style="list-style-type: none"> <li>AAAI 2023, ICCV 2023, SIGGRAPH 2024, SIGGRAPH Asia 2024, CVPR 2025</li> </ul>	

## Honors and Awards

<b>Simulated Humanoid Wrestling Challenge (3rd Place)</b> Team Yeti (Donggeun Lim, Minseok Kim, <b>Jinseok Bae</b> , Young Min Kim, Jungdam Won)	ICRA 2023
<b>Merit-based Scholarship</b> from Seoul National University	19'-spring/fall 18'-fall
<b>Agricultural Engineering Systems Scholarship</b> from Agricultural Engineering Systems Scholarship Foundation	18'-spring 15'-spring/fall

## Publications

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<b>Less is More: Improving Motion Diffusion Models with Sparse Keyframes</b> <i>Jinseok Bae</i> , Inwoo Hwang, Young Yoon Lee, Ziyu Guo, Joseph Liu, Yizhak Ben-Shabat, Young Min Kim, Mubbasir Kapadia	Under Review
<b>Event-Driven Storytelling with Multiple Lifelike Humans in a 3D scene</b> Donggeun Lim, <i>Jinseok Bae</i> , Inwoo Hwang, Seungmin Lee, Hwanhee Lee, Young Min Kim	Under Review
<b>Motion Synthesis with Sparse and Flexible Keyjoint Control</b> Inwoo Hwang, <i>Jinseok Bae</i> , Donggeun Lim, Young Min Kim	Under Review
<b>PLT: Part-Wise Latent Tokens as Adaptable Motion Priors for Physically Simulated Characters</b> <i>Jinseok Bae</i> , Younghwan Lee, Donggeun Lim, Young Min Kim	SIGGRAPH 2025
<b>Goal-Driven Human Motion Synthesis in Diverse Tasks</b> Inwoo Hwang, <i>Jinseok Bae</i> , Donggeun Lim, Young Min Kim	CVPR 2025 Workshop
<b>Audio-aided Character Control for Inertial Measurement Tracking</b> Hojun Jang, <i>Jinseok Bae</i> , Young Min Kim	Eurographics 2025 Short Paper
<b>Versatile Physics-based Character Control with Hybrid Latent Representation</b> <i>Jinseok Bae</i> , Jungdam Won, Donggeun Lim, Inwoo Hwang, Young Min Kim	Eurographics 2025
<b>Dynamic Mesh Recovery from Partial Point Cloud Sequence</b> Hojun Jang, Minkwan Kim, <i>Jinseok Bae</i> , Young Min Kim	ICCV 2023
<b>PMP: Learning to Physically Interact with Environments using Part-wise Motion Priors</b> <i>Jinseok Bae</i> , Jungdam Won, Donggeun Lim, Cheol-Hui Min, Young Min Kim	SIGGRAPH 2023
<b>Neural Marionette: Unsupervised Learning of Motion Skeleton and Latent Dynamics from Volumetric Video</b> <i>Jinseok Bae</i> , Hojun Jang, Cheol-Hui Min, Hyungun Choi, Young Min Kim	AAAI 2022 (Oral)
<b>Auto-rigging 3D Bipedal Characters in Arbitrary Poses</b> Jeonghwan Kim, Hyeontae Son, <i>Jinseok Bae</i> , Young Min Kim	Eurographics 2021 Short Paper
<b>GATSBI: Generative Agent-centric Spatio-temporal Object Interaction</b> Cheol-Hui Min, <i>Jinseok Bae</i> , Junho Lee, Young Min Kim	CVPR 2021 (Oral)