

Jinseok Bae

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Education

- Ph.D. Seoul National University**, Electrical and Computer Engineering Sep 2022 – Aug 2026
(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

- Roblox**, Research Intern San Mateo, CA
Jun 2024 – Sep 2024
- Core AI Team, Game Engine Department
- LG AI Research**, Research Scientist Seoul
Jan 2022 – Jul 2022
- Vision AI Team
- Samsung Electronics**, Undergraduate Intern Suwon
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 (18'-summer)
- Conference Reviewer**
- AAAI 2023, ICCV 2023, SIGGRAPH 2024, SIGGRAPH Asia 2024, CVPR 2025

Honors and Awards

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

Publications

- Paper** on {Motion Diffusion Model, Text-to-Motion, Keyframes} ICCV 2025
(submitted)
- Jinseok Bae**, Inwoo Hwang, Young Yoon Lee, Ziyu Guo, Joseph Liu, Yizhak Ben-Shaba, Young Min Kim, Mubbasir Kapadia

Paper on {LLM, Multi-Human, 3D Scene} ICCV 2025
 Donggeun Lim, **Jinseok Bae**, Inwoo Hwang, Seungmin Lee, Hwanhee Lee, Young Min Kim (submitted)

Paper on {Motion Diffusion Model, Spatial Control} ICCV 2025
 Inwoo Hwang, **Jinseok Bae**, Donggeun Lim, Young Min Kim (submitted)

Paper on {Physics-based Animation, Composite Skills} SIGGRAPH 2025 (submitted)
Jinseok Bae, Younghwan Lee, Donggeun Lim, Young Min Kim (Reviews: A/A/WA/WA)

Paper on {Physics-based Animation, Audio-based Controller} Eurographics 2025 Short
 Hojun Jang, **Jinseok Bae**, Young Min Kim (submitted)

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 Jeonghwan Kim, Hyeontae Son, Eurographics 2021 Short
Jinseok Bae, Young Min Kim

GATSBI: Generative Agent-centric Spatio-temporal Object Interaction Cheol-Hui Min, CVPR 2021 (Oral)
Jinseok Bae, Junho Lee, Young Min Kim