

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 Reality Labs , Research Scientist Intern (Manager: Yuting Ye)	Redmond, WA, USA
• Momentum Team, Physics AI (Gemini)	Aug 2025 – Feb 2026
Roblox , Research Intern (Manager: Mubbasir Kapadia)	San Mateo, CA, USA
• Core AI, Game Engine Department	Jun 2024 – Sep 2024
LG AI Research , Research Scientist	Seoul, Republic of Korea
• Vision AI	Jan 2022 – Jul 2022
Samsung Electronics , Undergraduate Intern	Suwon, Republic of Korea
• Health H/W Development Team, Mobile Division	Jan 2019 – Feb 2019
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
Seoul National University	18'-fall
Agricultural Engineering Systems Scholarship	18'-spring
Agricultural Engineering Systems Scholarship Foundation	15'-spring/fall

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