

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, *Advisor: Young Min Kim*
- M.S. Seoul National University**, Electrical and Computer Engineering Mar 2020 – Feb 2022
• GPA: 4.18/4.30, *Advisor: Young Min Kim*
- 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 *Redmond, WA, USA*
Aug 2025 – Feb 2026
• Momentum Team, Physics AI (Gemini), *Manager: Yuting Ye*
- Roblox**, Research Intern *San Mateo, CA, USA*
Jun 2024 – Sep 2024
• Core AI, Game Engine Department, *Manager: Mubbasir Kapadia*
- LG AI Research**, Research Scientist *Seoul, Republic of Korea*
Jan 2022 – Jul 2022
• Vision AI
- 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 Exchange Students, 18'-summer)
- Academic Service**
• *Reviewer.* AAAI, ICCV, CVPR, SIGGRAPH, SIGGRAPH Asia, TVCG, Pacific Graphics

Honors and Awards

- Youlchon AI for All Fellowship** 26' spring
Youlchon Foundation, Artificial Intelligence Institute at Seoul National University
- 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

- Project** of {Motion Authoring, Centroidal Dynamics, Physics Simulation} *Under Review*
(SIGGRAPH Asia 2026)
Jinseok Bae, Yongseok Kim, Jeongseok Lee, Alexander Winkler, Yuting Ye, Young Min Kim
- 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