

Eunjin Choi

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RESEARCH INTERESTS

- Symbolic music representation
- Representation learning
- Symbolic music generation

EDUCATION

Mar. 2022 ~ Present	Korea Advanced Institute of Science and Technology Graduate School of Culture Technology <i>Advisor: Juhan Nam</i> <i>Ph.D. Student</i> GPA: 3.84 / 4.3	Daejeon, Korea
Mar. 2020 ~ Feb. 2022	Korea Advanced Institute of Science and Technology Graduate School of Culture Technology Thesis: YM2413-MDB : A Collection of Multi-instrumental Symbolic Music and 1980s FM Music Generation for Video Game <i>Advisor: Juhan Nam</i> <i>M.S. in Culture Technology</i> GPA: 4.1 / 4.3	Daejeon, Korea
Mar. 2015 ~ Feb. 2020	Daegu Gyeongbuk Institute of Science and Technology School of Undergraduate Studies <i>B.E. in Convergence</i> GPA: 3.94 / 4.3	Daegu, Korea

PUBLICATIONS

1. Saebyul Park, **Eunjin Choi**, Jeounghoon Kim and Juhan Nam, "Mel2Word: A Text-based Melody Representation for Symbolic Music Analysis", Music and Science, 2024

CONFERENCES

1. Hayeon Bang, **Eunjin Choi**, Megan Finch, Seungheon Doh, Seolhee Lee, Gyeon-Hoon Lee, Juhan Nam, "PIAST: A Multimodal Piano Dataset with Audio, Symbolic and Text", the 3rd Workshop on NLP for Music and Audio (co-located with ISMIR 2024), San Francisco, United States (Nov. 2024)

(to appear)

2. **Eunjin Choi**, Hyerin Kim, Juhan Nam, Dasaem Jeong, "Teaching Chorale Generation Model to Avoid Parallel Motions", the 16th International Symposium on Computer Music Multidisciplinary Research (CMMR), Tokyo, Japan (Nov. 2023)
3. Seolhee Lee, **Eunjin Choi**, Joonhyung Bae, Hyerin Kim, Eita Nakamura, Dasaem Jeong, Juhan Nam, "Bridging Audio and Symbolic Piano Data through a Web-Based Annotation Interface", Late Breaking Demo in the 24th International Society for Music Information Retrieval Conference (ISMIR), Milan, Italy (Nov. 2023)
4. **Eunjin Choi**, Yoonjin Chung, Seolhee Lee, Jong Ik Jeon, Taegyun Kwon, Juhan Nam, "YM2413-MDB : A Multi-Instrumental FM Video Game Music Dataset with Emotion Annotations", Proceedings of the 23rd International Society for Music Information Retrieval Conference (ISMIR), Bengaluru, India (Dec. 2022)
5. Hajun Kim*, **Eunjin Choi***, Byeoli Choi*, "Harmonionz, Rescue The Planet: A Voice Visualizing Game that Match Pitch with Color.", 2021 Annual Symposium on Computer-Human Interaction in Play, Virtual (Oct. 2021) *All authors contributed equally to this work.

CONFERENCES (DOMESTIC)

1. Joonhyung Bae, **Eunjin Choi**, Juhan Nam, "Cutting kim: VR voice interaction game", Proceedings of the HCI Koera 2023. The HCI Society of Korea, (Feb, 2023)

EXHIBITIONS

- ACT Festival 2023: Future Legends, Asia Culture Center, Gwangju, Korea
- 2022 Daejeon Art and Science Biennale : The Future City Associated Program - Game and Art: Future City of Fantasy, Daejeon Museum of Art, Daejeon, Korea

RESEARCH EXPERIENCES

- Research Intern at Neutune, Korea (Jun. 2021 ~ Sep. 2021) / Symbolic Music Generation
- Research Intern at AI Development Team, INFINYX, Korea (Jul. 2019 ~ Aug. 2019) / Medical Image Segmentation, Company-University Cooperation Program
- Research Intern at Visual Computing Lab, DGIST, Korea (Jan. 2019 ~ Feb. 2019) / Super Resolution and Denoising
- Research Intern at Music and Audio Research Group(MARG), Seoul National University, Korea (Jul. 2018 ~ Nov. 2018) / Music Cognition Study and Musical Syntax Experiment
- Research Intern at Stem Cell Institute, University of Cambridge, United Kingdom (Jan. 2018 ~ Feb. 2018) / Investigate the Effect of Kras Expression on the Lung Stem Cell Tumor Development
- Undergraduate Research Program at DGIST, Korea (Mar. 2019 ~ Dec. 2019) / Develop the Stereotype Behavior Detector of Zoo Hyena using Tensorflow Object Detection API
- Undergraduate Research Program at DGIST, Korea (Mar. 2017 ~ Dec. 2017) / Investigate the effect of H2O2 on social behavior of Zebrafish
- Research Intern at Systems Biology Lab, DGIST, Korea (Jul. 2015 ~ Aug. 2015) / Proteomics Data Analysis of IPS Cell Injection Experiment

TA EXPERIENCES

- Creating Games with Unity, KAIST SW Education Center, Daejeon, Korea / Main Instructor (Apr.

2023 ~ Dec. 2023)

- Computational Analysis of Music, Daejeon Science High School R&E, Korea / Teaching Assistant (Mar. 2022 ~ Present)
- Investigation of Mozart Dice Music Generation System, Daejeon Science High School R&E, Korea / Teaching Assistant (Mar. 2021 ~ Dec. 2021)
- Game and Art: Auguries of Fantasy explores 'Fantasy Reality', Daejeon Museum of Art, KAIST Graduate School of Culture Technology and NCSoft, Korea / Exhibition Assistant (Jun. 2021 ~ Sep. 2021)
- Game Studies (GCT544), Professor Young Yim Doh, KAIST Graduate School of Culture Technology, Korea / Teaching Assistant (Sep. 2020 ~ Dec. 2020)

INVITED TALKS

- "Introduction to Music Transcription and Audio and Symbolic-level Music Analysis", Daegu Gyeongbuk Institute of Science and Technology (May, 2024)
- "Introduction to Music Information Retrieval", Daegu Gyeongbuk Institute of Science and Technology (Mar, 2023)
- "The Making Process of the Harmonionz, Rescue the Planet", Korea Advanced Institute of Science and Technology (Sep. 2021)

AWARDS AND HONORS

- NC Scholarship, NC Soft, Korea (May. 2022)
- 1st Prize, Game Development during Game Design Course(GCT742) in KAIST x NCSoft R&D Project, Korea (Dec. 2020)
- Advanced to Contest Finals and Invited G-STAR 2018 B2B Session, Unity Game Development Challenge 2018, Korea (Dec. 2018)
- DGIST Undergraduate Research Award, DGIST, Korea (Feb. 2018)
- 1st Prize in Poster Session and Final Report in Undergraduate Research Program, DGIST, Korea (Dec. 2017)
- Hye-seul Leadership Award, DGIST, Korea (Feb. 2017)
- Awarded as Academic Excellence in DGIST Freshman Global Leadership Program(Summer Semester at Unvers, DGIST, Korea (Aug. 2016)
- Scholarship for Academic Excellence, DGIST, Korea (Apr. 2016)

SKILLS AND TECHNIQUES

- Programming : Python, C, C++, C#, Matlab
- Deep Learning : Pytorch
- Game Development : Unity, VR(Oculus Quest 2)
- Web Application : HTML, Javascript, Django