

# Eunjin Choi

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## RESEARCH INTERESTS

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- Symbolic music generation
- Symbolic music representation
- Computational musicology
- Sound interaction in game

## EDUCATION

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Mar. 2022 ~ Present	<b>Korea Advanced Institute of Science and Technology</b> Graduate School of Culture Technology <i>Advisor: Juhan Nam</i> <i>Ph.D. Student</i> GPA: 3.88 / 4.3	Daejeon, Korea
Mar. 2020 ~ Feb. 2022	<b>Korea Advanced Institute of Science and Technology</b> 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	<b>Deagu Gyeongbuk Institute of Science and Technology</b> School of Undergraduate Studies  <i>B.E. in Convergence</i> GPA: 3.94 / 4.3	Daegu, Korea

## CONFERENCES

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1. **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 23nd International Society for Music Information Retrieval Conference (ISMIR), Bengaluru, India (Dec. 2022)
2. 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)

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1. Joonhyung Bae, **Eunjin Choi**, Juhan Nam, "Cutting kim: VR voice interaction game", PROCEEDINGS OF THE HCI KOREA 2023. THE HCI SOCIETY OF KOREA, (Feb, 2023)

## RESEARCH EXPERIENCES

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- 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

## EXHIBITIONS

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- 2022 Daejeon Art and Science Biennale : The Future City Associated Program - Game and Art: Future City of Fantasy, Daejeon Museum of Art, Daejeon, Korea

## TA EXPERIMENCES

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- 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

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- "Introduction to Music Information Retrieval", Daegu Gyeongbuk Institute of Science and Technology (Mar, 2023)
- "The Making Process of the Harmonioinz, Rescue the Planet", Korea Advanced Institute of Science and Technology (Sep. 2021)

## AWARDS AND HONORS

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- 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 Univer, DGIST, Korea (Aug. 2016)
- Scholarship for Academic Excellence, DGIST, Korea (Apr. 2016)

## SKILLS AND TECHNIQUES

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