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**Motorica AI**   July 12, 2025
Hiring Team

Dear Motorica Team,

With a solid foundation in machine learning and 3D motion animation, I believe I am well-suited for the **Machine Learning Engineer** position at **Motorica AI**.

My proposed **DeepGesture** model - a transformer-diffusion hybrid designed to generate gestures from multimodal input (speech, emotion, and semantics) - demonstrates both research depth and engineering capability. I have also worked with the ZeroEGGS retargeting dataset (Daniel Holden) and developed the DeepGesture-Unity project (AI4Animation - Sebastian Starke) to render gesture results directly within Unity.

I'm also a co-organizer of the **GENEA Leaderboard** and **HEMVIP**, a system for evaluating multiple gesture generation models using Prolific. These efforts reflect my commitment to both academic rigor and scalable, production-focused systems.
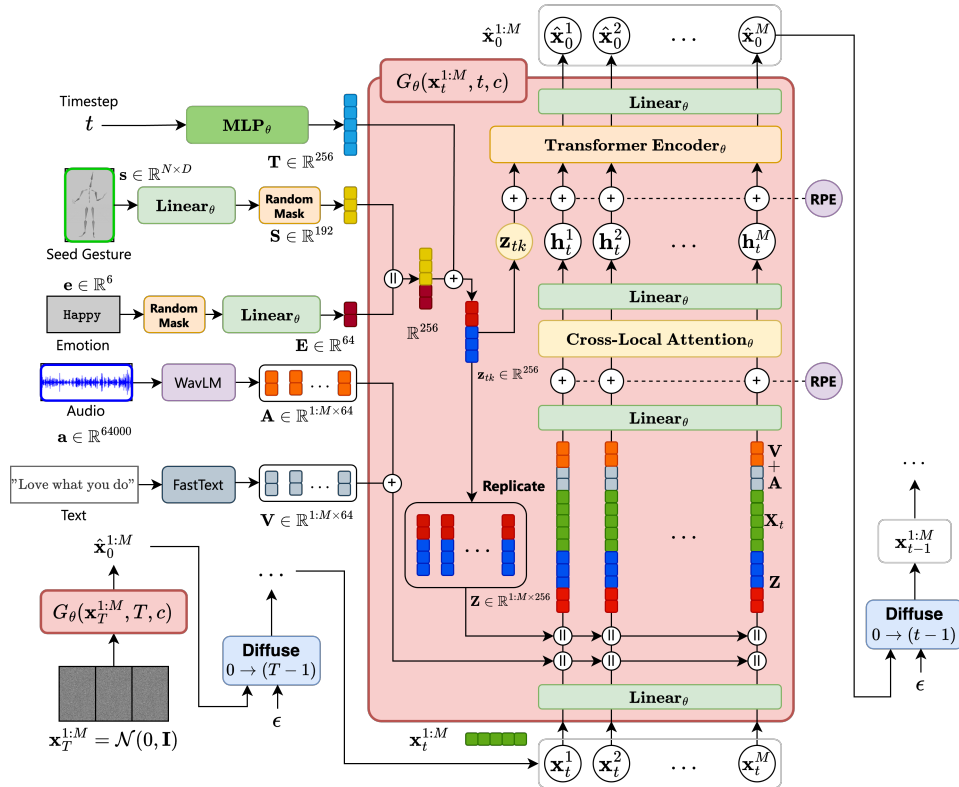
DeepGesture architecture. More details available at deepgesture.github.io.

I am deeply passionate about digital humans and motion synthesis, with demonstrated skills in 3D rendering using Blender, including high-fidelity assets from 3DScanStore and Universal Human rendering scenes. I am particularly drawn to Motorica's emphasis on foundational motion models and their integration with AAA game studios. My experience with skeleton retargeting using MotionBuilder, as well as building blendshape-based facial rigs, aligns well with Motorica's production needs.

Additionally, I have practical experience with Unity, demonstrated through my own game projects, and a strong foundation in 3D animation workflows. I am confident that this combination of skills positions me to contribute meaningfully to Motorica's initiatives.

Thank you for your consideration. I look forward to the opportunity to discuss how I can contribute to Motorica's ongoing mission.

Thanh Hoang-Minh

Attachment: Curriculum Vitae