

EUNJIN CHOI

Curriculum Vitae (Last update: September 30, 2025)

Ph.D Candidate @ Music and Audio Computing Lab, KAIST

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RESEARCH INTERESTS

Music Generation, Music Representation, Music Information Retrieval

As a researcher, my work focuses on enabling machines to learn and understand the compositional rules of human-created music. I have been working on controllable symbolic music generation guided by musical constraints, as well as symbolic music representation learning with self-supervised approaches. As a developer, I'm interested in adapting MIR technologies into real-world applications such as game. Ultimately, my goal is to empower creative musicking by developing technologies that foster and amplify human creativity and expression.

EDUCATION

Ph.D. Student in Culture Technology

Mar. 2022 – Present

Korea Advanced Institute of Science and Technology (KAIST), Daejeon, Korea

Advisor: Juhan Nam

M.S. in Culture Technology

Mar. 2020 – Feb. 2022

Korea Advanced Institute of Science and Technology (KAIST), Daejeon, Korea

Thesis: YM2413-MDB: A Collection of Multi-instrumental Symbolic Music and 1980s FM Music Generation for Video Game

Advisor: Juhan Nam

B.E. in Convergence

Mar. 2015 – Feb. 2020

Daegu Gyeongbuk Institute of Science and Technology (DGIST), Daegu, Korea

Graduated magna cum laude

JOURNALS

Mel2Word: A Text-based Melody Representation for Symbolic Music Analysis

Saebyeul Park, **Eunjin Choi**, Jeounghoon Kim, Juhan Nam

Music and Science, 2024

CONFERENCES

D3PIA: A Discrete Denoising Diffusion Model for Piano Accompaniment Generation

Eunjin Choi, Hounsung Kim, Hayeon Bang, Taegyun Kwon, Juhan Nam

2026 IEEE International Conference on Acoustics, Speech, and Signal Processing (ICASSP), 2026 (Submitted)

Cutting Kim: Playful Transgression Through VR Voice Interaction in Public Exhibition Contexts

Joonhyung Bae, **Eunjin Choi**, Juhan Nam

SIGGRAPH Asia 2024 Art Papers, ACM, 2025 (Accepted)

AIMoclips: A Benchmark for Evaluating Emotion Conveyance in Text-to-Music Generation

Gyehun Go, Saebyeul Han, Ahyeon Choi, **Eunjin Choi**, Juhan Nam, Jeong Mi Park

Proceedings of the 3rd Workshop on Human-Centric Music Information Research, 2025

On the De-duplication of the Lakh MIDI Dataset

Eunjin Choi, Hyerin Kim, Jiwoo Ryu, Juhan Nam, Dasaem Jeong

Proceedings of the 25th International Society for Music Information Retrieval Conference (ISMIR), 2025

PianoBind: A Multi-modal Joint Embedding Model for Pop-piano Music

Hayeon Bang, **Eunjin Choi**, Seungheon Doh, Juhan Nam

Proceedings of the 26th International Society for Music Information Retrieval Conference (ISMIR), 2025

PIAST: A Multi-modal Piano Dataset with Audio, Symbolic and Text

Hayeon Bang, **Eunjin Choi**, Megan Finch, Seunghoon Doh, Seolhee Lee, Gyeong-Hoon Lee, Juhan Nam
Proceedings of the 3rd Workshop on NLP for Music and Spoken Audio (NLP4MuSA), 2024

Teaching Chorale Generation Model to Avoid Parallel Motions

Eunjin Choi, Hyerin Kim, Juhan Nam, Dasaem Jeong

Proceedings of the 16th International Symposium on Computer Music Multidisciplinary Research (CMMR), 2023

Bridging Audio and Symbolic Piano Data through a Web-Based Annotation Interface

Seolhee Lee, **Eunjin Choi**, Joonhyung Bae, Hyerin Kim, Eita Nakamura, Dasaem Jeong, Juhan Nam

Late Breaking Demo in the 24th International Society for Music Information Retrieval Conference (ISMIR), 2023

YM2413-MDB: A Multi-Instrumental FM Video Game Music Dataset with Emotion Annotations

Eunjin Choi, Yoonjin Chung, Seolhee Lee, Jong Ik Jeon, Taegyun Kwon, Juhan Nam

Proceedings of the 23rd International Society for Music Information Retrieval Conference (ISMIR), 2022

Harmonionz, Rescue The Planet: A Voice Visualizing Game that Match Pitch with Color

Hajun Kim*, **Eunjin Choi***, Byeoli Choi* (*Equal Contribution)

2021 Annual Symposium on Computer-Human Interaction in Play, 2021

*All authors contributed equally to this work.

DOMESTIC CONFERENCES

Cutting Kim: VR Voice Interaction Game

Joonhyung Bae, **Eunjin Choi**, Juhan Nam

Proceedings of the HCI Korea 2023, 2023

EXPERIENCES

Neutune, South Korea

Research Intern, Symbolic Music Generation

Jun. 2021 – Sep. 2021

INFINYX, South Korea

Research Intern in AI Development Team, Medical Image Segmentation (gallbladder)

Jul. 2019 – Aug. 2019

Visual Computing Lab, DGIST, South Korea

Research Intern, Super-Resolution and Denoising

Jan. 2019 – Feb. 2019

Music and Audio Research Group, Seoul National University, South Korea

Research Intern, Music Cognition Study and Musical Syntax Experiment

Jul. 2018 – Nov. 2018

Stem Cell Institute, University of Cambridge, United Kingdom

Research Intern, Studying Lung Stem Cell Tumor Development

Jan. 2018 – Feb. 2018

UC Berkeley, United States

Summer Session, Coursework: Introduction to Music Theory (Grade A)

Jun. 2016 – Aug. 2016

TEACHING EXPERIENCES

Creating Games with Unity

Main Instructor, KAIST SW Education Center

Apr. 2023 - Dec. 2023

Computational Analysis of Music

Teaching Assistant, Daejeon Science High School R&E

Mar. 2022 - Dec. 2022

Investigation of Mozart Dice Music Generation System

Teaching Assistant, Daejeon Science High School R&E

Mar. 2021 - Dec. 2021

Game Studies (GCT544)

Teaching Assistant, KAIST Graduate School of Culture Technology

Sep. 2020 - Dec. 2020

EXHIBITIONS & WORKSHOPS

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

INVITED TALKS

“Introduction to Music Information Retrieval”, DGIST	Mar. 2023
“Introduction to Music Transcription and Audio and Symbolic-level Music Analysis”, DGIST	May. 2024
“The Making Process of Harmonionz, Rescue the Planet”, KAIST	Sep. 2021

AWARDS AND HONORS

Awardee, Producer DK AI Composition Challenge	2025
3rd Place, KAIST Anthem Challenge	2025
NC Scholarship, NCSoft	2022
1st Prize, KAIST x NCSoft Game Design Course	2020
Finalist, Unity Game Development Challenge (G-STAR 2018)	2018
DGIST Undergraduate Research Award	2018
1st Prize, Poster Session, DGIST Undergraduate Research Program	2017
Hye-seul Leadership Award, DGIST	2017
Academic Excellence Award, DGIST	2016

SERVICES

Organizing Committee, Local Organization Chair, ISMIR	2025
Accountant, Korean Society for Music Perception and Cognition (KSMPC)	2022 - 2024
Exhibition Assistant, Game and Art: Auguries of Fantasy explores ‘Fantasy Reality’	Jun. 2021 - Sep. 2021
Reviewer, ICASSP, IEEE TASLP	

LANGUAGES, SKILLS, AND INTERESTS

English (fluent), Korean (native)

Python(PyTorch), C, C++, C#, Matlab, HTML/CSS, JavaScript, Unity, VR (Oculus Quest 2)

Piano, violin, acoustic guitar, music composition

REFERENCES

References available upon request