

Minseok Kim

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🏠 <https://umsukgod.github.io/>

Summary

Minseok Kim is a Ph.D student in Computer Science and Engineering from Seoul National University advised by Prof. Jungdam Won[1] and Prof. Jehee Lee[2]. He received his B.S in School of Computing from KAIST in 2017. His research focuses on generating stunt motions through physics-based simulation and training character (robot) controllers using deep reinforcement learning

Education

M.S & Ph.D | Seoul National University | 2017.03 – PRESENT

- Computer Science and Engineering

B.S | KAIST | 2012.02 ~ 2017.02

- School of Computing

Experience

LG AI Research | 2022.03 – 2022.08

- Research Intern

Publication

Functionality-Driven Musculature Retargeting

- Hoseok Ryu, **Minseok Kim**, Seungwhan Lee, Moon Seok Park, Kyoungmin Lee and Jehee Lee
- Computer Graphics Forum, Volume 40 (2021), Number 1:341-356.

ViSA: Physics-based Virtual Stunt Actors for Ballistic Stunts

- **Minseok Kim**, Wonjeong Seo, Sung-Hee Lee and Jungdam Won
- ACM Transactions on Graphics (SIGGRAPH 2025).
- In press

Awards

Best Presentation Award | 2024.07

- Korea Computer Graphics Society

3rd Place | 2023.10

- ICRA 2023 Humanoid Robot Wrestling Competition

Presentation

Korea Computer Graphics Society | 2024.07

- Presenter for <Physics-based Virtual Stunt Actors for Ballistic Stunts>

Korea Computer Graphics Society | 2019.07

- Presenter for <Functionality-Driven Musculature Retargeting>

Skills

SOFTWARE (GRAPHICAL TOOLS)

- Motion Builder
- Blender
- Unity
- Unreal Engine
- Maya

SOFTWARE (ROBOTICS TOOLS)

- Isaac Gym
- Dynamic Animation and Robotics Toolkit (DART)

Reference

[1] Jungdam Won

- Professor, Computer Science and Engineering, Seoul National University
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[2] Jehee lee

- Professor, Computer Science and Engineering, Seoul National University
- jehee@mrl.snu.ac.kr