Jungbin Cho

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EDUCATION

Yonsei University

M.S. in Artificial Intelligence

Seoul, Korea Sep 2024 – Present

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Yonsei University

B.S. in Electrical and Electronics Engineering

Seoul, Korea Mar 2018 – June 2024

Research Interest

My research interest centers on building virtual environments and enabling interactions between virtual avatars and real humans in digital spaces. To achieve this, I am currently focused on human motion generation, as well as scene reconstruction and generation.

EXPERIENCE

MIR Lab, Yonsei University

Seoul, South Korea

Undergraduate Intern

July 2023 - June 2024, Full-time

- Contributed to the Real-time Turn-taking Detection for Multi-modal Agents project in collaboration with NCsoft
- Worked on a paper on emotional speech-driven 3D facial animation with Temporally Hierarchical discrete motion prior

GIANTSTEP Seoul, South Korea

AI Research Intern

Aug 2023 - June 2024, Part-time

• Developed a speech-driven facial animation system for virtual avatars

Doctorworks(formerly Probe Medical)

Seoul, South Korea

 $AI \ Team$

Jan 2023 - July 2023, Full-time

Designed a system for semi-supervised disease detection for capsule endoscopy

Publications

- DisCoRD: Discrete Tokens to Continuous Motion via Rectified Flow Decoding Jungbin Cho*, Junwan Kim*, Jisoo Kim, Minseo Kim, Mingu Kang, ..., Tae-Hyun Oh, Youngjae Yu Preprint
- DEEPTalk: Dynamic Emotion Embedding for Probabilistic Talking Heads Generation Jisoo Kim*, Jungbin Cho*, Joonho Park, Soonmin Hwang, Da Eun Kim, Geon Kim, Youngjae Yu AAAI 2025
- AVIN-Chat: An Audio-Visual Interactive Chatbot System with Emotional State Tuning Chanhyuk Park*, Jungbin Cho*, Junwan Kim*, Seongmin Lee, Jungsu Kim, Sanghoon Lee IJCAI 2024 Demo
- VSCHH 2023: A Benchmark for the View Synthesis Challenge of Human Heads Youngkyoon Jang, ..., Hyeseong Kim, Jungbin Cho, Dosik Hwang, ..., Stefanos Zafeiriou ICCV 2023 Workshop

PROJECTS

4D Avatars with Deformable Gaussian Splatting

GitHub

• Applied deformable 3D Gaussian Splatting methods along with facial expression prior for better facial reconstruction and controllability

Text-guided 3D Asset Generating App

GitHub

• Implemented text-guided 3D synthesis from the original 3D generation paper GET3D, along with TAPS3D

Improving Transformer-XL for Music Generation

GitHub

• Improved Transformer-XL on generating music on the COMMU Dataset and designed evaluation protocols in collaboration with POZA Labs

Generating Synthetic Wildfire Datasets with GANs

GitHub

• Developed synthetic wildfire dataset generation pipeline in collaboration with ALCHERA

Extracurricular

Yonsei AI (YAI)

Yonsei University

Club executive

July 2023 – Mar 2024

• An AI study club that facilitates the collective pursuit of knowledge among students, fostering collaboration and project development centered on deep learning research.

Boostcamp AI Tech Computer Vision Track Naver Connect Foundation

Jan 2022 - June 2022, Full-time

SKILLS

Languages: C/C++, Python (PyTorch, TensorFlow), C# (Unity)

Machine Learning: Motion Generation, Human&Scene Reconstruction, Multi-modal learning

Languages: Korean (Native), English (Proficient, TOEFL: 107)