Haemin Kim

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Education

Korea Advanced Institute of Science and Technology (KAIST) — Daejeon, South Korea
Ph.D. Student in Graduate School of Culture Technology — *Sep. 2022 – Present*

Korea Advanced Institute of Science and Technology (KAIST) — Daejeon, South Korea
Master's Degree in Graduate School of Culture Technology — *Sep. 2020 – Aug. 2022*

Ewha Womans University — Seoul, South Korea
Bachelor of Computer Science and Engineering — *Mar. 2015 – Aug. 2020*

Publication

Learning Hand-Supported Skills for Physically Simulated Characters from Videos 2026
Junghyun Nam, Haemin Kim, Junyong Noh
Journal of the Korea Computer Graphics Society (KCGS), To appear

Length-varying Neural Motion Stitching via Cluster Transition Graph 2026
Haemin Kim, , Seokhyeon Hong, Vanessa Tan, Junyong Noh
Transaction on Graphics (TOG), To appear in SIGGRAPH Asia 2026
[Project Page]

ChoreoMamba: Long-Sequence Dance Generation with Bidirectional Mamba 2026
Vanessa Tan, Haemin Kim, Soojin Choi, Junyong Noh
Journal of the Korea Computer Graphics Society (KCGS)
[Paper]

PressureBlush: Real-Time Blanching and Hyperemia Shading from Neural Deformation Signals 2026
Woonjung Kim, Haemin Kim, Junyong Noh
SIGGRAPH '26 Posters
[Paper] [Project Page]

Long-term Motion In-betweening via Keyframe Prediction 2024
Seokhyeon Hong, Haemin Kim, Kyungmin Cho, Junyong Noh
Computer Graphics Forum (CGF)
[Paper]

Recurrent Motion Refiner for Locomotion Stitching 2023
Haemin Kim, Kyungmin Cho, Seokhyeon Hong, Junyong Noh
Computer Graphics Forum (CGF)
[Paper]

Honors

First Place in Ewha Engineering Capstone Design Contest Dec. 2019
Ewha Womans University — *Seoul, South Korea*

- Developed iOS AR application for 3D virtual eyewear try-on

Women Techmakers Scholarship APAC Aug. 2019
Google

- One of the 75 scholars from 25,000 admissions submitted in Asia Pacific region
- Given to students who have impact on diversity, demonstrated technical skills, leadership and academic accomplishments

Volunteer

Operations, Student Volunteer Subcommittee 2026
SIGGRAPH Asia

Team Leader, Student Volunteer 2022-2025
SIGGRAPH Asia

Student Volunteer 2021-2022
SIGGRAPH

Experience

Teaching Assistant, Computer Graphics Theory and Application Sep. 2023 – Dec. 2023
Korea Advanced Institute of Science and Technology (KAIST) *Daejeon, South Korea*

- Wrote HLSL shader coding assignment on ray tracing
- Implemented motion matching [Büttner and Clavet et al. 2015] framework for final project

Undergraduate Research Intern Jan 2020 – March 2020
Korea Advanced Institute of Science and Technology (KAIST) *Daejeon, South Korea*

- Implemented optical motion capture solving algorithm based on neural network [Holden et al. 2018]

Technical Skills

Languages: Python, C++
Frameworks: PyTorch, LibTorch
3D Tools: Unity, Houdini