



Soojin Choi

Ph.D. Student at [Visual Media Lab, KAIST](#)

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Research Interests

Character Animation, Computer Graphics, 3D Machine Learning

Education

Korea Advanced Institute of Science and Technology (KAIST)

Ph.D. in Graduate School of Culture Technology (Character Animation)

- Advisor: [Prof. Junyong Noh](#)

Daejeon, Republic of Korea

Sept 2022 – Present

Korea Advanced Institute of Science and Technology (KAIST)

M.S. in Graduate School of Culture Technology (Character Animation)

- Advisor: [Prof. Junyong Noh](#)

Daejeon, Republic of Korea

Sept 2020 – Aug 2022

Sungkyunkwan University

B.S. in Computer Education

- GPA: 4.0 / 4.5

Seoul, Republic of Korea

Mar 2016 – Aug 2020

Publications

Skinned Motion Retargeting with Spatially Adaptive Interaction Guidance

Soojin Choi, Seokhyeon Hong, Chaelin Kim, Junghyun Nam, Junhyuk Jeon, Junyong Noh

- SIGGRAPH 2026, ACM Transactions on Graphics (TOG)

ASMR: Adaptive Skeleton-Mesh Rigging and Skinning via 2D Generative Prior

Seokhyeon Hong*, **Soojin Choi***, Chaelin Kim, Sihun Cha, Junyong Noh (* Equal Contribution)

- Eurographics 2025, Computer Graphics Forum (CGF)

Geometry-Aware Retargeting for Two-Skinned Characters Interaction

Inseo Jang, **Soojin Choi**, Seokhyeon Hong, Chaelin Kim, Junyong Noh

- SIGGRAPH Asia 2024, ACM Transactions on Graphics (TOG)

Interactive Locomotion Style Control for a Human Character based on Gait Cycle Features

Chaelin Kim, Haekwang Eom, Jung Eun Yoo, **Soojin Choi**, Junyong Noh

- Computer Graphics Forum (CGF) (Presented at Eurographics 2024)

Online Avatar Motion Adaptation to Morphologically-similar Spaces

Soojin Choi, Seokpyo Hong, Kyungmin Cho, Chaelin Kim, Junyong Noh

- Eurographics 2023, Computer Graphics Forum (CGF)

Experience

[Project] Geometry-aware 3D Character Motion Retargeting

Supported by National Research Foundation of Korea ([NRF](#))

Research Lead

May 2024 – Present

- Led two research projects on geometry-aware character animation.
- Developed learning-based frameworks for skinned motion retargeting and skeleton-mesh rigging/skinning.
- Published the resulting work at SIGGRAPH 2026 (ACM TOG) and Eurographics 2025 (CGF).

[Project] SHARE: Samsung Human-centric AR Experiences

Supported by Samsung Advanced Institute of Technology ([SAIT](#))

Researcher

Jul 2021 – Dec 2021

- Developed an optimization-based framework for environment-aware online avatar motion adaptation.
- Published the resulting work at Eurographics 2023 (CGF).

[Work] ICONIX Co., Ltd.

Story and Digital Content Development for 3D Animation

Intern

Jan 2019 – Feb 2019

- Contributed to narrative development for the 3D animated series [Titipo Titipo the Little Train](#).
- Supported the production of video content for the [official YouTube channel](#).

Academic Service

Reviewer

IEEE TVCG 2025, 2026 / CGI 2023