

Chaelin Kim

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in [chaelin-kim-a942ba218](#)

Research Interests

Character Animation, Motion Retargeting, Motion Control, Motion Stylization, Computer Graphics

Education

Ph.D. Candidate in Graduate School of Culture Technology Feb. 2020 – Present
Korea Advanced Institute of Science and Technology (KAIST), South Korea
Adviser: Junyong Noh

M.S. in Graduate School of Culture Technology Feb. 2018 – Feb. 2020
Korea Advanced Institute of Science and Technology (KAIST), South Korea
Thesis: Foot Contact-based Gait Motion Style Synthesis
Adviser: Junyong Noh

B.S. in Computer Engineering Feb. 2014 – Feb. 2018
Seoul National University of Science and Technology, South Korea
Cum Laude
Received National Science & Technology Scholarship (2 years)

Work Experience

MOVIN Inc., Software Engineer Intern Apr. 2024 – Jun. 2024

- Full-body character motion retargeting
- Implementing skeletal-based and IK-based retargeting methods

KAI Inc., Software Engineer Nov. 2023 – Jan. 2024

- Auto-rigging for generative 3D character models
- Implementing auto-rigging module in Maya and Blender

Webizing Research Lab, KIST, Reserach Intern Mar. 2017 – Aug. 2017

- Agile Maintenance Platform Using Asymmetric Collaborative 3D Printing for Weapons System (AR3DP)
- Interactive participatory class system based on augmented reality using Microsoft HoloLens

Publications

CHOIR: Contact-guided Human Object Interaction Motion Retargeting Dec. 2026
SIGGRAPH Asia 2026

Chaelin Kim, Seokhyeon Hong, Kwan Yun, Soojin Choi, Inseo Jang, Junyong Noh

Skinned Motion Retargeting via Artifact-driven Kinematic Prior Refinement Dec. 2026
SIGGRAPH Asia 2026

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

Skinned Motion Retargeting with Spatially Adaptive Interaction Guidance Jul. 2026
SIGGRAPH 2026

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

SALAD: Skeleton-aware Latent Diffusion for Text-driven Motion Generation and Editing Jun. 2025
CVPR 2025

Seokhyeon Hong, **Chaelin Kim**, Serin Yoon, Junghyun Nam, Sihun Cha, Junyong Noh

AnyMoLe: Any Character Motion In-betweening Leveraging Video Diffusion Models
CVPR 2025

Jun. 2025

Kwan Yun, Seokhyeon Hong, **Chaelin Kim**, Junyong Noh

FFaceNeRF: Few-shot Face Editing in Neural Radiance Fields
CVPR 2025

Jun. 2025

Kwan Yun, **Chaelin Kim**, Hangyeul Shin, Junyong Noh

ASMR: Adaptive Skeleton-Mesh Rigging and Skinning via 2D Generative Prior
Eurographics 2025

May. 2025

Seokhyeon Hong*, Soojin Choi*, **Chaelin Kim**, Sihun Cha, Junyong Noh

Geometry-Aware Retargeting for Two Skinned Characters Interaction
SIGGRAPH Asia 2024

Dec. 2024

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

Interactive Locomotion Style Control for a Human Character based on Gait Cycle Features
Computer Graphics Forum 2023; Eurographics 2024

Oct. 2023

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

Online Avatar Motion Adaptation to Morphologically-similar Spaces
Eurographics 2023

May. 2023

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

Motion Recommendation for Online Character Control
SIGGRAPH Asia 2021

Dec. 2021

Kyungmin Cho, **Chaelin Kim**, Jungjin Park, Joonkyu Park, Junyong Noh

Publications (Domestic)

Interactive Participatory Class System based on Augmented Reality Using Hololens
Summer Conference of Society for Computational Design and Engineering, 2017 (Poster)
Dawon Lee, **Chaelin Kim**, Choi Lim, Daeil Seo, Byunghyun Yoo

Aug 2017

Color Recognizing Mobile Application for Color-blindness or Color-weakness
Winter Conference of the Korean Institute of Information Scientists and Engineers, 2016
Chaelin Kim, Koangho Yeom, Jongseong Lee, Moo-hyoung Kim

Dec. 2016

Development of Exercise Assistance Application Using Smart Band (Myo)
Fall Conference of the Society of Digital Policy and Management, 2016
Koangho Yeom, **Chaelin Kim**, Jehyung Sung, Jeongbong Kim, Chan Koh

Jun. 2016

Projects

NRF Character Motion Retargeting

May 2024 - Present

- Contact-guided Human Object Interaction Motion Retargeting
- Motion retargeting based on generative model independent of 3D character structure

Lead, Researcher

Researcher

IITP 3D Cinemagraph for AR Contents Creation

Aug. 2022 - Dec. 2022

- Real-time interactive 3D human character animation controller

Researcher

Samsung Strategic Animation Framework Development

May 2019 - Dec 2021

- Real-time human motion adaptation/transfer between similar environments (3rd year)
- Deep learning-based 3D human character animation framework to interact with the user and the surrounding environment in real-time (2nd year)
- 3D human-like character animation framework to interact with the surrounding environment in real-time (1st year)

Lead, Researcher

Lead, Researcher

Researcher

Technical Skills

Programming Languages: Python, C#, C++, Java

Tools: Unity3D, Maya, Motion Builder, Blender, 3DS MAX, Vicon Shogun, Vicon Blades, SketchUp

Reviewer

2026 NeurIPS, 2026 BMVC, 2026 ECCV, 2025 ICCV

References

Prof. Junyong Noh (Ph.D. supervisor)

Professor of Graduate School of Culture Technology, KAIST

Head of Visual Media Lab

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Visual Media Lab Website

<https://vml.kaist.ac.kr/> 

Personal Page: <https://vml.kaist.ac.kr/main/people/person/128> 