Sehee Min

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Github github.com/seiing
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Media youtube.com/seiing

RESEARCH INTERESTS

- **Physics-based control** Rigid-body simulation, Muscle-actuated control, Soft-body dynamics
- **Embodied AI** Reinforcement learning, Bio-inspired system

CAREER

- **Holiday Robotics,** Senior Research Engineer (Robot Simulation & Learning) 2024-

EDUCATION

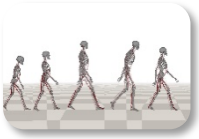
Seoul National University

- PhD in Computer Science and Engineering, 2017-2024
  - Thesis: Simulation and Control of Bio-inspired Virtual Characters
- MS in Computer Science and Engineering, 2015-2017
- Advisor: Jehee Lee

Sogang University

- BS in Computer Science and Engineering, 2011-2015

PUBLICATIONS



Generative GaitNet

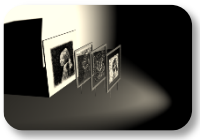
Jungnam Park, **Sehee Min**, Phil Sik Chang, Jaedong Lee, Jehee Lee
SIGGRAPH 2022 Conference Proceedings

Learning Time-critical Responses for Interactive Character Control

Kyungho Lee, **Sehee Min**, Sunmin Lee, Jehee Lee
ACM Transactions on Graphics (SIGGRAPH 2021)

SoftCon: Simulation and Control of Soft-Bodied Animals with Biomimetic Actuators

Sehee Min, Jungdam Won, Seunghwan Lee, Jungnam Park, Jehee Lee
ACM Transactions on Graphics (SIGGRAPH Asia 2019)



Soft Shadow Art

Sehee Min, Jaedong Lee, Jungdam Won, Jehee Lee
CAE '17 Proceedings of the symposium on Computational Aesthetics

EXPERIENCE

Meta, Research Scientist Intern, 2022 Summer

- AI-driven virtual universal pet controller.
- Advisor: Jessica K. Hodgins

NVIDIA, Deep Learning Simulation Intern, 2020 Summer

- Development of human pedestrian motion generation framework on NVIDIA Omniverse Kit software.
- Advisor: Tae Kim

SK Planet, Mobile Software Development Team, 2014 Summer

- Development of food recommendation system based on machine learning.

Sogang University, DBLab, 2013–2014

- Robot planning and adaptive sensor sampling algorithms with IoT sensor streams (water quality, robot vacuum).
- Advisor: Seok Park

Purdue University, M2M Lab, 2013

- Robot controller designs (ground robot, quadrotor) with hand tracking.
- Advisor: Eric Matson

Microsoft Korea, 2012 Winter

- Windows 8 game application development.

University of Toronto, 2011 Summer

- Game programming (Nintendo Wii)

TEACHING EXPERIENCE

- **Teaching Assistant,** Topics on Computer Graphics (Human Movement), 2017 Fall
- **Teaching Assistant**, Programming Practice, 2015 Fall

AWARDS & SCHOLARSHIP

- **Youlchon AI for All fellowship–Honorable Mention,** 2020
- **Google Travel Grants,** 2019
- **SCAI Summer Retreat 2019 Best Poster,** SNU Center for Artificial Intelligence (SCAI), 2019 Summer
- **Excellence Paper Award,** Korea Computer Conference, 2014 Fall
- **Excellence Paper Award**, Korea Computer Conference, 2014 Spring
- **Sogang Application Contest, Bronze,** Sogang University Dean, 2013 November
- **Student Researcher Contest, Silver,** Sogang University Dean, 2013 November
- **Excellence Paper Award,** Korea Computer Conference, 2013 Fall

TECHNICAL SKILLS

- **Languages: C++, Python**
- **Frameworks: PyTorch, OpenGL, DART, Mujoco, Isaac Gym**
- Others: Maya, Blender, Motion Builder, Unreal Engine, Vicon Nexus