Minsun Kim

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Research Interests

Human-Computer Interaction, Computer Vision, Computer Graphics
Keywords: Content Technology, Video Editing & Generation

Education

KAIST (Korea Advanced Institute of Science and Technology) **Feb. 2024 – Feb.2026**
M.S. in Graduate School of Culture Technology Daejeon, South Korea
Advisor: Prof. Junyong Noh

University of California, Berkeley **Jun. 2019 – Aug. 2019**
Exchange Student Berkeley, California

DGIST (Daegu Gyeongbuk Institute of Science and Technology) **Feb. 2019 – Dec. 2023**
B.S. in Convergence Science Daegu, South Korea
Magna Cum Laude
Focused on Computer Science and Mechanical Engineering

Publications

ComVi: Context-Aware Optimized Comment Display in Video Playback
Minsun Kim, Dawon Lee*, Junyong Noh* (*co-corresponding author)
Proceedings of the CHI Conference on Human Factors in Computing Systems, 2026
Project Page: https://w-dlee.github.io/comvi (To appear)

Generating Highlight Videos of a User-Specified Length using Most Replayed Data
Minsun Kim, Dawon Lee*, Junyong Noh* (*co-corresponding author)
Proceedings of the CHI Conference on Human Factors in Computing Systems, 2025
Project Page: https://w-dlee.github.io/highlights

Video Classifier with Adaptive Blur Network to Determine Horizontally Extrapolatable Video Content
Minsun Kim, Changwook Seo, Hyun Ho Yun, and Junyong Noh
Journal of the Korea Computer Graphics Society, 2024
Best Paper Award

Research Experience

Adobe Research **Mar. 2026 – Present**
Research Intern
Advisor: Dr. Joon-Young Lee
Role: Designing and implementing an automatic video reframing system.

KAI Inc. **Jul. 2023 – Jan. 2024**
Research Intern Daejeon, South Korea
Role: Led the design and implementation of a deep learning-based end-to-end pipeline that analyzes facial features from a single user image to automatically generate personalized 3D characters within seconds.
Achievement: Demonstrated live at CES 2024, patent registration

Visual Media Lab, KAIST **Jan. 2023 – Oct. 2023**
Undergraduate Research Intern, *Advisor: Prof. Junyong Noh* Daejeon, South Korea
Role: Led the design and implementation of a deep learning network that predicts whether video extrapolation will succeed before generation, eliminating unnecessary computation and accelerating video processing workflows.
Achievement: Received Best Paper Award in Journal of the Korea Computer Graphics Society

Patents

Method and Apparatus for Generating Highlight Video
Patent No. 10-2025-0172801 (KR)

Method and System for Artificial Intelligence-Based 3D Character Model Creation
Patent No. 10-2023-0171763 (KR)

Awards

Dean's List **2020, 2021, 2023**
DGIST Daegu, South Korea

Activities

Reviewer **CHI 2026 Poster, SIGGRAPH 2026**
Student Volunteer **SIGGRAPH Asia 2022, SIGGRAPH 2023**