

Taebin Im

임태빈

Generalist in Generative AI and 3D
Technical Artist

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About Me

I am a generalist working across generative AI and 3D production, with experience as a Technical Artist. My focus is not the model alone, but the workflow around it: asset preparation, orchestration, review, iteration, and documentation for exhibitions, performance, and game-engine based content.

Keywords

#Generative AI #3D Production #Technical Art #Agentic AI
#Interactive Systems #XR Stage #Unreal / Unity

Education & Research

2023.03 - 2026.08	Chung-Ang University, College of Art & Technology B.S.E. Candidate, Art & Technology. Bachelor of Science in Engineering expected in August 2026.
2024.02 - 2026.08	Virtual Interaction Lab Undergraduate Research Assistant. Advisor: Tae-Kyung Yoo.
2026.09 - Expected	Chung-Ang University, Applied Art & Technology Incoming M.S./Ph.D. Integrated Student.

Publications

Tae-Bin Im, Yu-Dam Shin, & Tae-Kyung Yoo. (2025). *Applying Motion Diffusion Model for Text-Based Fighting Game Implementation.*
Conference Proceedings of the 2025 Korea Multimedia Society Spring Conference. [First Author]

Yu-Dam Shin, Tae-Bin Im, & Sang-Hyun Seo. (2025). *SNS Video Data-Based Exhibition Review Analysis and Visualization: Focus on Instagram Reels.*
Conference Proceedings of the 2025 Korea Multimedia Society Spring Conference. [Co-Author, Excellence Award]

Awards & Exhibitions

Grand Prize

HABTHON 2025, Team Gasangnakwon, *Shinjikke*.

Terarium — *Bon Appétit*

Team dOOB, Chung-Ang University Art Center, 2026.06.26-28. AI agents' social interactions visualized as a virtual ecosystem.

tahcTPG — *Turning Point*

Depthend Gallery, Seongsu, 2024.11.16-17. Media art project on AI hallucination and future misreadings of human civilization.

Projects

VIDEO INPAINT LAB WORKFLOW PLATFORM

CAU SW-AI Undergraduate Researcher Program, 2026 · AI video production tool

Summary. Browser-based workflow platform for controllable video inpainting, reference-frame extraction, segmentation masks, prompt control, and cloud GPU generation.

Contribution. Designed the end-to-end editing flow: chunk-based frame selection, background/person/both mask modes, reusable reference images, depth/pose controls, media validation, optical-flow review, interpolation, and local/cloud GPU switching.

Python · Flask · OpenCV · ffmpeg · ComfyUI · RIFE · Vast.ai · OpenAI API

LLM AGENT RUNTIME FOR INTERACTIVE WORLDS

Terarium, Team dOOB, 2026 · interactive AI world

Summary. LLM-based NPC / agent backend for an interactive world connected to a Unity client.

Contribution. Developed memory, state, spatial context, profile APIs, and LLM routing for context-aware dialogue and action decisions.

Python · FastAPI · PostgreSQL · LLM Agents · Unity integration


XR STAGE & GENERATIVE MEDIA PIPELINE

Shinjikke: People Living by the Han River, HABTHON 2025 · Team Gasangnakwon

Summary. Traditional fusion performance prototype based on the Korean mermaid myth *Shinjikke*.

Contribution. Led MVP scoping and technical direction across game-engine visual planning, generative media, LED wall output, XR constraints, and projection mapping feasibility.

Unreal Engine · XR performance · game-engine workflow · generative media · LED wall

 Quarter Note Gye-ireum VFX compositing pipeline

QUARTER NOTE GYE-IREUM VFX PRODUCTION PIPELINE

Visual Effect Production, 2024 · creature compositing short film

Summary. Live-action VFX short film compositing a translucent virtual creature into filmed urban scenes.

Contribution. Led production management, HDRI-based lighting, 3D render preparation, Nuke compositing, FX iteration, and final film delivery.

Maya · Arnold · Cinema 4D · Octane · Nuke · Bifrost

Additional Experience

Jam Coding Academy Online Campus — Instructor, 2026.05-current. Entry-level Python and block coding for elementary school students.

Introduction to Art & Technology — Teaching Assistant, 2026.04-2026.06. Special lecture operation, guest lecture support, course material production, exam proctoring, and student management.

Fundamental Programming — Teaching Assistant, 2025.03-2025.06. Algorithm learning materials, exam operations, and academic support.

Artground Seoul 2024 — Supporter, 2024.07-2024.11. Public program support and exhibition communication.

College of Art & Technology Student Council — Public Relations Director, 2023.12-2024.12. Branding, publicity campaigns, drone light show planning, visual design, and merchandise operations.