

MASTER'S STUDENT @ SCHOOL OF COMPUTING, KAIST

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"I connect **Humans** with **Computers** through novel **Physical Interaction** techniques!!"

### Education

#### Korea Advanced Institute of Science and Technology (KAIST)

Mar. 2023 ~ Present

M.S. in Computer Science (School of Computing)

Daejeon, Republic of Korea

· Human Computer Interaction Lab (HCIL) | Advisor: Prof. Geehyuk Lee

#### Gwangju Institute of Science and Technology (GIST)

Mar. 2017 ~ Feb. 2023

B.S. in Electrical Engineering and Computer Science

Gwangju, Republic of Korea

Minor in Culture Technology (CT), Integrated Minor in Economics and Business Administration

- · Human-Centered Intelligent Systems (HCIS) Lab | Advisor: Prof. Seungjun Kim
- · Thesis: Analysis of the Effect of Vection Generated by Directional Optical Flow in the VR Redirected Walking Scenario
- · Best B.S. Thesis Award (1st place) | Graduated Cum Laude

#### University of California, Berkeley

Summer 2018

2018 Summer Session Program in COMPUTER SCIENCE (CS61C) and STATISTICS (STAT20)

Berkeley, CA, USA

# Research Experiences \_\_\_\_\_

#### Human Computer Interaction Lab (HCIL), KAIST

Mar. 2023 ~ Present

M.S. Student | Advisor: Prof. Geehyuk Lee

Daejeon, Republic of Korea

· Began a new journey as an M.S. student!

### Human-Centered Intelligent Systems (HCIS) Lab, GIST

May. 2021 ~ Dec. 2022

UNDERGRADUATE INTERN | Advisor: Prof. Seungjun Kim

Gwangju, Republic of Korea

- · Visited MIT for on-site discussion and sensor development, as a GIST-MIT Joint Research Team on explainable AI services for drivers.
- · Developed a VR experiment environment for the research on augmented sense at Redirected Walking. (Unity, Arduino, VIVE Pro Eye)
- · Developed a 3D depth-based in-car AR environment that synchronizes to the movement of the car. (Unity, ZED Mini, Oculus Quest 2)
- · Assisted research on Contextual Visibility of Public Signage.

#### Human-Centered Computer Systems (HCS) Lab, Seoul National University (SNU)

Winter 2022

UNDERGRADUATE INTERN | Advisor: Prof. Youngki Lee

Seoul, Republic of Korea

· Conducted research on designing Human-Al Interaction (HAI) and User Interface (UI) in an XR environment. (Unity, Oculus Quest 2)

#### Computer Vision Lab, GIST

Summer 2017

UNDERGRADUATE INTERN | Advisor: Prof. Kin Choong Yow

Gwangju, Republic of Korea

 $\cdot\,$  Assisted research on the implementation of Free Viewpoint TV via OpenCV.

# **Publications**.

[4] Evaluation of visual, auditory, and olfactory stimulus-based attractors for intermittent reorientation in virtual reality locomotion

Jieun Lee, Seokhyun Hwang, **Kyunghwan Kim**, and SeungJun Kim *Virtual Reality '24 (Springer)* [LINK]

[3] STButton: Exploring Opportunities for Buttons with Spatio-Temporal Tactile Output Yeonsu Kim, Jisu Yim, Jaehyun Kim, Kyunghwan Kim and Geehyuk Lee CHI '24 Interactivity (Demo)

[2] Virtual Rolling Temple: Expanding the Vertical Input Space of a Smart Glasses Touchpad Kyunghwan Kim and Geehyuk Lee

UIST '23 Adjunct (Demo) [LINK]

[1] Auditory and Olfactory Stimuli-Based Attractors to Induce Reorientation in Virtual Reality Forward Redirected Walking Jieun Lee, Seokhyun Hwang, Kyunghwan Kim, and SeungJun Kim

CHI '22 Extended Abstracts (LBW) [LINK]

#### **Patents**

# [3] Utilizing the Think-aloud Protocol and Generative AI Models to Identify Problematic Moments in Lengthy Recordings of XR User Study

Geehyuk Lee, Sunbum Kim, and **Kyunghwan Kim** *KR 10-2024-0030536, Application Date: 04 Mar. 2024* 

[2] Button System Providing Spatiotemporal Tactile Output for Feedforward and Feedback

Geehyuk Lee, Yeonsu Kim, Jisu Yim, Jaehyun Kim, and **Kyunghwan Kim** *KR 10-2024-0012988, Application Date: 29 Jan. 2024* 

[1] Method and Device for Enabling 2D Input Using Linear Touch Sensor and Laser Speckle Sensor

Geehyuk Lee and Kyunghwan Kim

KR 10-2024-0006763, Application Date: 16 Jan. 2024

# **Teaching Experiences**

#### Wearable User Interface (CS486), KAIST

Spring 2024

**TEACHING ASSISTANT** 

Daejeon, Republic of Korea

· Organized hands-on practice sessions on Arduino physical user interfaces and provided general comments on class team projects.

#### Introduction to System Programming (CS230), KAIST

Spring 2023

**TEACHING ASSISTANT** 

Daejeon, Republic of Korea

· Coordinated overall project on building a simple machine language compiler.

#### Computer Programming (GS1401), GIST

Spring 2018 and Spring 2022

TEACHING ASSISTANT

Gwangju, Republic of Korea

 $\cdot \ \, \text{Assisted weekly lab sessions and made a few practice questions for the lectures of 85 and 108 students, respectively.}$ 

#### Open GIST Science Lab, GIST

Jul. 2017

SESSION ASSISTANT

Gwangju, Republic of Korea

 $\cdot \ \, \text{Assisted local high school students' Raspberry Pi experiments in a social contribution event of GIST.}$ 

# Extracurricular Activities

#### Daedeok Toastmasters: International Association to Develop Public Speaking Skills

Jul. 2023 ~ Present

VICE PRESIDENT OF EDUCATION

· Provided feedback on speeches at the meeting and managed members' *Pathway* progress along with designing club materials.

#### GDSC (Google Developer Student Clubs) GIST

Oct. 2021 ~ Jul. 2022

CORE TEAM: RESEARCH & DEVELOPMENT DIVISION

- · Managed & planned the overall technical progress and the homepage of the club, as well as its AI/ML department.
- $\cdot \ \, \text{Hosted a 'CV Yourself With OverLeaf's session for college students, so that they can learn about and make their own CVs with a template.}$

#### EAT (English Adventure Time): GIST English Conversation Club

Dec. 2020 ~ Dec. 2022

MENTORING & FEEDBACK MANAGER | Advisor: Prof. Ellis Lee, Prof. John Wills

- · Provided counsel for student hosts of each session about conversational skills and overall session management.
- · Planned and designed various club help-out materials and the recruiting process, in company with the professors.

#### G.OnNaRae: GIST Student Ambassador

Sep. 2017 ~ Dec. 2018

FOREIGN GUEST PROTOCOL MANAGER, WEB CONTENTS DESIGNER, AND OFFICIAL BLOG MANAGER

- $\cdot\;$  Had exclusive responsibility for foreign tasks and foreign guest protocol.
- · Planned and implemented various designs of SNS contents and on/offline events to promote GIST.

#### GIST Toastmasters: International Association to Develop Public Speaking Skills

Sep. 2017 ~ Dec. 2018

VICE PRESIDENT OF IT AND DESIGN

· Took general care of the club as vice president, along with designing club material and managing the club homepage.

#### My Little GIST: GIST Infinite Challenge Project

May. 2017 ~ Jan. 2018

TEAM LEADER, EXECUTIVE PRODUCER, AND VIDEO EDITOR

· Produced 10 short video clips that can closely relate to the daily lives of people in GIST, and got favorable reactions.

### Skills

**Extended Reality** Unity & C# (with SteamVR, VIVE Pro Eye, Oculus Quest 2, and ZED Mini)

**Programming** C, Arduino, Python (with Tensorflow and Pytorch), VBS, Java

**Design & Media** Adobe: **Premiere**, **Photoshop**, Illustrator | Autodesk: **123D**, Sketchbook

Linguistic Native: Korean | Fluent: English (TOEIC 970/990 (April 2022), New TEPS 448/600 (May 2022))

# Scholarships & Fundings \_\_\_\_\_

#### **Government Funded Scholarship for KAIST Graduate Students**

Spring 2023 ~ Present

**KAIST** 

### Government Funded Scholarship for GIST Undergraduate Students

*Spring 2017 ~ Fall 2022* 

GIST COLLEGE

#### Funding for Business Trip to Massachusetts Institute of Technology (MIT)

Jul. 2022

GIST INSTITUTE OF INTEGRATED TECHNOLOGY (As Part of the GIST-MIT Joint Research Program)

#### GIST Scholarship for High Academic Achievement

Fall 2017 and Spring 2021

GIST COLLEGE

#### **GIST Scholarship for Summer Session Program Abroad**

Summer 2018

GIST COLLEGE (More details in the Education section)

#### GIST Scholarship for GIST Infinite Challenge Project

May. 2017 ~ Jan. 2018

GIST COLLEGE (More details in the Extracurricular Activities section)

# **Coursera Certificates**

**User Interface Design** · Introduction to UI Design

· Human-Centered Design: an Introduction

 $\textbf{Extended Reality for Everybody} \qquad \cdot \text{ User Experience \& Interaction Design for AR/VR/MR/XR}$ 

 $\cdot$  Developing AR/VR/MR/XR Apps with WebXR, Unity & Unreal

**DeepLearning.Al Professional** · Natural Language Processing in TensorFlow

# Military Service\_

#### Republic of Korea Air Force (Obligation Fulfilled)

Jan. 2019 ~ Nov. 2020

AIR FORCE OPERATIONS COMMAND (AFOC) S&S GROUP, GROUND TRANSPORT MANAGEMENT TEAM

· Automated vehicle managerial workflow with HanCell VBA (similar to Excel VBS) scripting.