

Callie Yejin Kim

• cykim6@wisc.edu • <https://callie-kim.com/>

RESEARCH INTERESTS

My research focuses on human-centered approaches to improve interactions between end users and AI-driven robotic systems. Specifically, I investigate how to design intuitive feedback mechanisms, personalize system interactions, and enhance reliability, with applications spanning robotics, human-computer interaction, and AI.

EDUCATION

PhD, Computer Science

August 2021 – Present

University of Wisconsin-Madison, 3.5/4.00 cumulative GPA

Madison, WI

Advisor: Dr. Bilge Mutlu

M.S, Computer Science

August 2019 – May 2021

University of Maryland, 3.92/4.00 cumulative GPA

College Park, MD

Advisor: Dr. Huaishu Peng

B.S, Computer Science and Engineering

March 2015 – February 2019

Ewha Womans University, 3.78/4.00 cumulative GPA

Seoul, South Korea

PUBLICATIONS

* indicates equal contribution

Kim, C., Sato, A., White, N., Ho, H., Lee, C., Hwang, Y., & Mutlu, B. Bridging Generations using AI-Supported Co-Creative Activities, In *ACM Human Factors in Computing Systems (CHI 25)*. **Honorable Mention Award** 24.9% Acceptance Rate

Kim, C.*, Lee, C.*, & Mutlu, B. Understanding Large-Language Model (LLM)-powered Human-Robot Interaction, In *ACM/IEEE Human Robot Interaction (HRI 24)*. 24.7% Acceptance Rate

Kim, C., Shin, I., Jung, H. (2018) Implementation of Google Cardboard Based VR Simulator for Disaster Evacuation Training, In *Proceedings of Korea Multimedia Society*

RESEARCH EXPERIENCES

Graduate Research Assistant - *People and Robots Laboratory*

Madison, WI

Advisor: Dr. Bilge Mutlu

Sep 2021 – Present

University of Maryland - *Dept. of Computer Science*

College Park, MD

Advisor: Dr. Huaishu Peng

July 2020 – May 2021

TEACHING EXPERIENCE

Teaching Assistant, *University of Wisconsin-Madison*

January 2022 – Spring 2025

CS400 Programming III

Teaching Assistant, *University of Wisconsin-Madison*

August 2021 – December 2021

CS537 Introduction to Operating Systems

Teaching Assistant, *University of Maryland*

August 2020 – May 2021

CMSC425 Game Programming

AWARDS AND SCHOLARSHIPS

Honors Scholarship, *Ewha Womans University*

September 2018

Honors Scholarship, *Ewha Womans University*

September 2017

Grand prize, *NEXON Dream Members*, NEXON

March 2017

Dean's list, *Ewha Womans University*

March 2015 – June 2018

INVITED TALKS

October 12th, 2024, Large-Language Models (LLM) for Human-Robot Interaction. Mentorship Program on HRI and Robot Learning, *University of Virginia*

PATENT

Sangsoo Park, Callie Y. Kim, Ina Shin, and Hyunkyung Jung. Virtual Reality Based Disaster Education Method, Device and Computer Readable Medium for Performing the Method. KR Patent Application No. 1020180160585 filed Dec 13, 2018, Registration No. 1021139260000 registered May 15, 2020

SERVICES

Conference Review: CHI 2025, UIST 2025

Journal Review: IEEE Transactions on Human-Machine Systems

Grandparents University, *Instructor*, *University of Wisconsin-Madison*

Annually: July 2022, 2023, 2024

- Led workshops teaching novel technologies, including robots and AI, to grandparents and grandchildren.
- Designed interactive activities to bridge generational gaps in technology understanding.

'KING' Video Game Development Club, *Vice President*, *Ewha Womans University*

March 2015 – December 2017

- Held seminars about game development in semesters and developed games in holidays.
- Organized game projects which were sponsored by NEXON and LINE Plus.