Callie Yejin Kim

● cykim6@wisc.edu ● https://callie-kim.com/ ● LinkedIn

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

· Researched end-user robot programming and interaction planning, developing new systems and methods for effective human-robot interaction.

University of Maryland - *Dept. of Computer Science*   *College Park, MD*

Advisor: Dr. Huaishu Peng   July 2020 - May 2021

· Designed and developed hardware prototypes that offer around-head haptic feedback to support visually impaired people to understand a scene in VR.

TEACHING EXPERIENCE

Lecturer, University of Wisconsin-Madison, CS502: Theory & Practice of CS Education (Sept 2025)

Teaching Assistant, University of Wisconsin-Madison, CS400: Programming III (Jan 2022 - Spring 2025); CS537: Intro to Operating Systems (Aug 2021 - Dec 2021)

Teaching Assistant, University of Maryland, CMSC425: Game Programming (Aug 2020 - May 2021)

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, UIST, HRI, ICRA

Journal Review: IEEE Transactions on Human-Machine Systems

Grandparents University, *Instructor, University of Wisconsin-Madison*   Annually: July 2022, 2023, 2024

'KING' Video Game Development Club, *Vice President, Ewha Womans University*   March 2015 - December 2017

SKILLS

Research & Development: 4 years of interaction and system development, using both qualitative and quantitative research methodologies

Research Methods: System Prototyping, Semi-Structured Interviews, Community workshops, Thematic Analysis, Surveys

Programming Languages: Python, Java, C#, Javascript, HTML, CSS, Swift

Tools and Frameworks: React, ROS, Gazebo, Unity, Flask, Docker, PyTorch

AI Techniques and Computational Methods: Large Language Models, Computer Vision (Object Detection), AR/VR