

# Hajun Kim

AI Researcher at Neowiz (*Mandatory Military Service*)  
hajun0628@gmail.com

**Research Interests:** Human-Computer Interaction, Human-AI Interaction, Design Research, Creative Support Tools, Social Computing

## Education

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<b>Korea Advanced Institute of Science &amp; Technology (KAIST)</b> <i>M.S in Culture Technology</i> (specialization: Human Computer Interaction) Advisor: byungjoo-Lee & Juhan Nam	Mar.2020 – Feb.2022
<b>Handong Global University (HGU)</b> <i>B.S in Information and Communications Technology</i> <i>B.S in User Experience Engineering</i>	Mar.2015 – Feb.2020

## Research Experience

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<b>Interactive Media Lab, KAIST</b> Korea Advanced Institute of Science & Technology Advisor: Byungjoo Lee & Juhan Nam Thesis committee: Byungjoo Lee, Juhan Nam, Young Yim Doh	Mar.2020 – Feb.2022
<b>Human-Computer Interaction Lab, HGU</b> Handong Global University Advisor: Prof. Won-sup Lee	June.2018 – Feb.2020
<b>Ergonomic Design &amp; Technology Lab, Postech</b> Pohang University of Science and Technology Advisor: Prof. Heechun You	Jan.2019 – Feb.2019
<b>The Answer (UX Design group), HGU</b> Advisor: Prof. Eunjong Lee	Feb.2019 – Feb.2020
<b>Deep Learning Lab, HGU</b> Advisor: Prof. In-jung Kim	Dec.2021 – Jan.2022

## Work Experience

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<b>Neowiz</b> (Mandatory Military Service), Pangyo, S.Korea AI Researcher (specilization: Large Language Models)	March.2023 – present
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## Training

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**Naver AI Tech Boostcamp**, Virtual  
Computer Vision Track  
Intensive Deeplearning Course

JAN.2022 - July.2022

## Publications

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### **Orchestrating AI for Brainstorming: A Human-Centric Multi-agent System for Creative Ideation**

**Hajun Kim**, Jeongeon Park

(Submitted) CHI 2026: ACM Conference on Human Factors in Computing Systems

### **Generative AI as a Collaborative Mediator: Design Opportunities, and Concerns in Creative Collaboration**

**Hajun Kim\***, Jini Kim\* (co-first author), Yunjae Choi

(Under Review: Revision) CSCW 2026: ACM Conference on Computer-Supported Cooperative Work & Social Computing

### **Unlocking Creator-AI Synergy: Challenges, Requirements, and Design Opportunities in AI-Powered Short-Form Video Production**

**Hajun Kim\***, Jini Kim\* (all authors contributed equally)

CHI 2024: ACM Conference on Human Factors in Computing Systems

### **Usability Comparison between 2D and 3D Control Methods for the Operation of Hovering Objects**

Daesung Lee, **Hajun Kim**, Heesoo Yoon, Wonsup Lee

Drones 2023

### **Harmonionz, Rescue The Planet: A Voice Visualizing Game that Match Pitch with Color**

**Hajun Kim\***, Eunjin Choi\*, Byeoli Choi\* (all authors contributed equally)

CHI PLAY '21: Extended Abstracts of the 2021 Annual Symposium on Computer-Human Interaction in Play

### **Generational Empathy through Game Design Strategy: A Case Study on the Development of the Mobile Game <Ghost Family>**

Saeyeon Lee, **Hajun Kim**, Youngim Do, Haein Kim, Hyunah Jo, Kyunghyun Lee, Minsuck Do, Byungjoo Lee

KCGS (Korean Game Society) 2021

### **Comparative Analysis of Controlling Drone**

**Hajun Kim**, Seungchan Lim, Wonsup Lee

AHFE, International Conference on Applied Human Factors and Ergonomics, 2019

### **Game Design Guide for Connecting Generations: Focusing on Gamers Aged 50 and Above**

**Hajun Kim**, Seungchan Lim, Wonsup Lee

Book funded by Ministry of Culture, Sports and Tourism and Korea Creative Content Agency

## Research Project

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<b>IdeAmigos: Human-Orchestrated Multi-agent Tool for End-to-End Brainstorming</b>	2025
• Independent Researcher	
• Submitted to CHI 2026 ( <b>Hajun Kim</b> , Jeongeon Park)	
<b>Generative AI as a Mediator in Creator Collaboration</b>	2025
• Independent Researcher	
• Submitted to CSCW 2026 ( <b>Hajun Kim*</b> , Jini Kim*, Yunjae Choi)	
<b>Multi-character Dialogue System for Interactive Game Storytelling</b>	2025
• Project Lead, NEOWIZ	
<b>Unlocking Creator-AI Synergy: Challenges, Requirements, and Design Opportunities in AI-Powered Short-Form Video Production</b>	2024
• Independent Researcher	
• Published in CHI 2024 (Hajun Kim, Jini Kim)	
<b>Image Generation Tool for Visual Designers to Maintain Game IP Consistency</b>	2024
• Project Lead, NEOWIZ	
<b>Game User Community Analysis Tool</b>	2023
• Project Lead, NEOWIZ	
• Automated topic tracking using NLP and LLMs	
• Developed comparative evaluation features for short-term and long-term user feedback	
<b>Human-centered Highlight Short-form Video Editor</b>	2022
• Designed system architecture and UI	
• Implemented clustering and highlight generation algorithm	
<b>Developing Voice Visualization Technique for Cooperative Games</b>	2021
• Published in CHI PLAY EA (Hajun Kim, Eunjin Choi, Byeoli Choi)	
• Funded by KAIST & NCSTOFT	
<b>A Platform Supporting Constructive Deliberation on Polarized News through Visualization</b>	2021
• Funded by the Interdisciplinary Research Program at KAIST	
<b>Development of Game Service Models and Assistive Technology for Senior Gameplay</b>	2021
• Funded by the Ministry of Culture, Sports and Tourism & Korea Creative Content Agency	
• Developed adaptive difficulty adjustment technology based on cognitive abilities	
<b>Development of a Customizable Reverse Auction Platform</b>	2020
• UX Design Group, HGU	
• Funded by HGU Startup Support Program	

<b>Rediscovering Aging Facilities in High1 Resort through Spatial Planning</b>	2020
• UX Design Group, HGU	
<b>Development of SAMSUNG LED Mask &amp; Web Platform for 3D Human Data Management</b>	2019
• UX Design Group, HGU	
<b>Comparative Analysis of Drone Control Methods</b>	2019
• Published in AHFE 2019 (Hajun Kim, Seungchan Lim, Wonsup Lee)	
<b>Fintech-based Urban Regeneration through Spatial Planning</b>	2018
• Published in KSEE 2018	

## Teaching Assistant

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<b>Human-Computer Interaction, HGU</b>	<i>Fall, 2018</i>
Advisor: Prof. Won-sup Lee	
<b>Kansei Engineering, HGU</b>	<i>Fall, 2018</i>
Advisor: Prof. Won-sup Lee	
<b>C programming, HGU</b>	<i>Spring, 2019</i>
Advisor: Prof. Kyungmi Kim	
<b>Dynamics of Human-Computer Interaction, KAIST</b>	<i>Fall, 2020</i>
Advisor: Prof. In-jung Kim	
<b>Computer Programming Education Program for High School Students</b>	<i>Fall, 2017, Spring 2019</i>
Advisor: Prof. Won-sup Lee	

## Awards & Honors

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<b>KCGS</b> (Korean Computer Graphics Society)	2018
Best Presentation Paper Award	
<b>KSEE</b> (Korean Society for Engineering Education)	2018
Best Presentation Paper Award	
<b>Pohang Songdo Urban Regeneration Hackathon</b>	2019
3rd place Award	
<b>Daegu-Gyeongbuk Region Public Data Utilization Competition</b>	2020
Exellent Award	
<b>KAIST-NCSOFT Innovative Game Design Competition</b>	2020
Top Exellence Award	
<b>KGS</b> (Korean Game Society)	2021
Best Presentation Award (Second Author)	

## Volunteer Services

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<b>Student Council Vice President</b>	<i>Mar.2020 - Feb.2021</i>
Department Management and Student Support	
<b>Freshman Mentor</b>	<i>Mar.2019 - Feb.2020</i>
Close Support for School Life and Academics for 8 Freshmen	
<b>Admissions Interview Mentor</b>	<i>Jan.2019</i>
Support for the Admissions Interview Process	
<b>Dormitory Team Leader</b>	<i>Aug.2018 - Feb.2019</i>
Planning and Team Managing for Various Events and Content to Support School Life for 30 Students	
<b>Department Committee Member</b>	<i>Feb.2018 - Jun.2018</i>
Planning of Departmental Content and Events	