

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

## Research Experience

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

## Work Experience

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

## 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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### **IdeAmigos: Human-Orchestrated Multi-agent Tool for End-to-End Brainstorming** 2025

- Independent Researcher
- Submitted to CHI 2026 (**Hajun Kim**, Jeongeon Park)

### **Generative AI as a Mediator in Creator Collaboration** 2025

- Independent Researcher
- Submitted to CSCW 2026 (**Hajun Kim\***, Jini Kim\*, Yunjae Choi)

### **Multi-character Dialogue System for Interactive Game Storytelling** 2025

- Project Lead, NEOWIZ

### **Unlocking Creator-AI Synergy: Challenges, Requirements, and Design Opportunities in AI-Powered Short-Form Video Production** 2024

- Independent Researcher
- Published in CHI 2024 (Hajun Kim, Jini Kim)

### **Image Generation Tool for Visual Designers to Maintain Game IP Consistency** 2024

- Project Lead, NEOWIZ

### **Game User Community Analysis Tool** 2023

- Project Lead, NEOWIZ
- Automated topic tracking using NLP and LLMs
- Developed comparative evaluation features for short-term and long-term user feedback

### **Human-centered Highlight Short-form Video Editor** 2022

- Designed system architecture and UI
- Implemented clustering and highlight generation algorithm

### **Developing Voice Visualization Technique for Cooperative Games** 2021

- Published in CHI PLAY EA (Hajun Kim, Eunjin Choi, Byeoli Choi)
- Funded by KAIST & NCSOFT

### **A Platform Supporting Constructive Deliberation on Polarized News through Visualization** 2021

- Funded by the Interdisciplinary Research Program at KAIST

### **Development of Game Service Models and Assistive Technology for Senior Gameplay** 2021

- Funded by the Ministry of Culture, Sports and Tourism & Korea Creative Content Agency
- Developed adaptive difficulty adjustment technology based on cognitive abilities

### **Development of a Customizable Reverse Auction Platform** 2020

- UX Design Group, HGU
- Funded by HGU Startup Support Program

## **Rediscovering Aging Facilities in High1 Resort through Spatial Planning**

2020

- UX Design Group, HGU

## **Development of SAMSUNG LED Mask & Web Platform for 3D Human Data Management**

2019

- UX Design Group, HGU

## **Comparative Analysis of Drone Control Methods**

2019

- Published in AHFE 2019 (Hajun Kim, Seungchan Lim, Wonsup Lee)

## **Fintech-based Urban Regeneration through Spatial Planning**

2018

- Published in KSEE 2018

## **Teaching Assistant**

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### **Human-Computer Interaction, HGU**

*Fall, 2018*

Advisor: Prof. Won-sup Lee

### **Kansei Engineering, HGU**

*Fall, 2018*

Advisor: Prof. Won-sup Lee

### **C programming, HGU**

*Spring, 2019*

Advisor: Prof. Kyungmi Kim

### **Dynamics of Human-Computer Interaction, KAIST**

*Fall, 2020*

Advisor: Prof. In-jung Kim

### **Computer Programming Education Program for High School Students**

*Fall, 2017, Spring 2019*

Advisor: Prof. Won-sup Lee

## **Awards & Honors**

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### **KCGS (Korean Computer Graphics Society)**

2018

Best Presentation Paper Award

### **KSEE (Korean Society for Engineering Education)**

2018

Best Presentation Paper Award

### **Pohang Songdo Urban Regeneration Hackathon**

2019

3rd place Award

### **Daegu-Gyeongbuk Region Public Data Utilization Competition**

2020

Exellent Award

### **KAIST-NCSOFT Innovative Game Design Competition**

2020

Top Excellence Award

### **KGS (Korean Game Society)**

2021

Best Presentation Award (Second Author)

## Scholarships

Prime Academic Scholarship (Full Tuition Waiver)  
National STEM Scholarship (Full Tuition Waiver)

2018-1, 2018-2  
2019-2

## Volunteer Services

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### **Student Council Vice President**

Department Management and Student Support

Mar.2020 – Feb.2021

### **Freshman Mentor**

Close Support for School Life and Academics for 8 Freshmen

Mar.2019 – Feb.2020

### **Admissions Interview Mentor**

Support for the Admissions Interview Process

Jan.2019

### **Dormitory Team Leader**

Planning and Team Managing for Various Events and Content to Support School Life for 30 Students

Aug.2018 – Feb.2019

### **Department Committee Member**

Planning of Departmental Content and Events

Feb.2018 – Jun.2018

## Skills

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### **Computer Languages**

Python, C, C++, GO,

### **System & Web**

Web: JS/TypeScript, HTML+CSS, Vue.js, Next.js

Database: PostgreSQL, MySQL, SQL

Ops: Docker, AWS, Azure, Gitflow

### **AI & Machine Learning:**

Generative AI: Langchain, Langgraph, PEFT, LLM APIs, ComfyUI

Data Analysis: MATLAB, R, Pandas, NumPy, Scikit-learn, OpenCV

### **Design Tools**

Adobe Illustration, Adobe Photoshop, Figma, Protopie

### **User Research Methods**

#### Quantitative

Experiment Design, A/B Testing, Survey Design

Statistical Analysis (ANOVA, Regression, Mixed-effects Models, etc)

#### Qualitative

User Interview, Participatory Design, Usability Test, Personas, User Stories, Thematic Analysis