

Jakob Kirby

Computer Science Masters

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SCHOLARSHIPS

Choose Ohio First program

PROJECTS

Research on VR Typing - Immersive Computing for Touch Lab

Medical simulation within Unity - Immersive Computing for Touch Lab

WORK EXPERIENCE

Immersive Computing for Touch Lab — *Research Intern*

January 2023 – May 2025

- Gained experience using VR in Unity
- Learned new hardware and applications quickly
- Adapted and learned new hardware with limited availability in the Nova Haptics Gloves and Dexmo Haptic glove
- Experience in running user studies, experiments, and surveys for user satisfaction and frustration

Immersive Computing for Touch Lab — *Research Assistant*

September 2024 – January 2025

- Assist teammates in programming errors and complications
- Acted as expert on Haptic gloves and haptic implementations
- Assisted with system creation and development within Unity
- Helped with taking field expert feedback into simulation system

ACCEPTED/CURRENT PUBLICATIONS

VR TYPING FOR HAPTIC GLOVES: A COMPARISON STUDY OF VR TEXT ENTRY METHODOLOGIES

Masters Thesis

https://etd.ohiolink.edu/acprod/odb_etd/etd/r/1501/10?clear=10&p10_accession_num=kent1745244219461071

EDUCATION

Kent State University

Aug 2019 – May 2023

Computer Science Bachelors

Aug 2023 – May 2025

Computer Science Masters

SKILLS

C++

C#

SQL

Python

Github

Unity

VR Programming

Haptic design and features

VR design and applications

UI design and programing

Conducting user studies

Conducting user surveys

Writing research papers

References

Dr. Kwangtaek Kim

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Design and Evaluation of Haptic Glove-Based Text Inputs in Virtual Reality

5th International Conference on Digital Signal Processing- A2 Rated Conference (Awaiting publication)

PROJECT EXAMPLES

