

Bongjun Kim

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EDUCATION	Ph.D. candidate in Computer Science	2013 – present
	Interactive Audio Lab (Advisor: Bryan Pardo) Northwestern University, Evanston, IL, USA	
	M.S. in Culture Technology	2012
	Audio and Interactive Media Lab (Advisor: Woon Seung Yeo) Korea Advanced Institute of Science and Technology (KAIST), Korea	
	M.S. in Industrial Engineering	2009
	Industrial Informatics Lab (Advisor: Kiejn Park) Ajou University, Suwon, Korea	
	B.S. in Industrial and Information System Engineering	2007
	Ajou University, Suwon, Korea (Study Abroad, Lulea University of Technology, Lulea, Sweden)	Aug 2006 – Dec 2006
RESEARCH INTEREST	Machine Learning - interactive machine learning, deep learning, active learning Audio Signal Processing - sound event detection, audio/music information retrieval Human Computer Interaction - a human-in-the-loop interface, digital musical instrument	
RESEARCH EXPERIENCE	Research Assistant Northwestern University, IL, USA	Sep 2013 – present
	<ul style="list-style-type: none">▪ Audio search by vocal imitation using deep learning (Dec 2016 – present)▪ Interactive sound event detection and annotation (Sep 2015 – present)▪ Speeding learning of personalized audio equalization (Sep 2013 – Jun 2015)	
	Research Intern Bosch, CA, USA	Jun 2018 – Aug 2018
	<ul style="list-style-type: none">▪ Weakly labeled audio event classification	
	Research Intern Gracenote, CA, USA	Jun 2017 – Sep 2017
	<ul style="list-style-type: none">▪ Audio compression identification	
TEACHING EXPERIENCE	Research Assistant KAIST, Korea	Sep 2010 – Aug 2012
	<ul style="list-style-type: none">▪ Mobile media as a musical instrument	
	Teaching Assistant	Spring, 2019
	CS-349 Machine Learning Northwestern University, IL, USA	
	Teaching Assistant	Winter, 2019
	CS-352 Machine Perception of Music and Audio Northwestern University, IL, USA	
	Teaching Assistant	Fall quarters, 2014-2017
	EECS-349 Machine Learning Northwestern University, IL, USA	
	Teaching Assistant	Fall, 2012
	GCT-633 Audio and Multimedia Programming KAIST, Korea	

PUBLICATIONS

- **Bongjun Kim** and Shabnam Ghaffarzadegan, “Self-supervised Attention Model for Weakly Labeled Audio Event Classification,” European Signal Processing Conference (EUSIPCO), 2019 (Accepted).
- **Bongjun Kim** and Bryan Pardo, “Improving Content-based Audio Retrieval by Vocal Imitation Feedback,” IEEE International Conference on Acoustics, Speech, and Signal Processing (ICASSP), 2019.
- **Bongjun Kim**, Madhav Ghei, Bryan Pardo, and Zhiyao Duan, “Vocal Imitation Set: a dataset of vocally imitated sound events using the AudioSet ontology,” the Detection and Classification of Acoustic Scenes and Events Workshop (DCASE), Surrey, UK, Nov. 2018.
- **Bongjun Kim** and Zafar Rafii, “Lossy Audio Compression Identification,” European Signal Processing Conference (EUSIPCO), Rome, Italy, Sept. 2018.
- **Bongjun Kim** and Bryan Pardo, “A Human-in-the-loop System for Sound Event Detection and Annotation,” ACM Transaction on Interactive Intelligent System (TiiS), Vol. 8, Issue 2, Article 13, June 2018.
- **Bongjun Kim**, “Leveraging User Input and Feedback for Interactive Sound Event Detection and Annotation,” Student Consortium, ACM International Conference on Intelligent User Interfaces (IUI) 2018.
- **Bongjun Kim** and Bryan Pardo, “I-SED: an Interactive Sound Event Detector,” ACM International Conference on Intelligent User Interfaces (IUI), Limassol, Cyprus, Mar. 2017
- **Bongjun Kim** and Bryan Pardo, “Interface Design for Interactive Sound Event Detection,” Workshop on Awareness Interface and Interaction (AWARE) at the ACM International Conference on Intelligent User Interface (IUI), Limassol, Cyprus, Mar. 2017
- **Bongjun Kim** and Bryan Pardo, “Speeding Learning of Personalized Audio Equalization,” International Conference on Machine Learning and Applications (ICMLA), Detroit, USA, Dec. 2014
- **Bongjun Kim** and Bryan Pardo, “Adapting Collaborative Filtering to Personalized Audio Production,” AAAI Conference on Human Computation and Crowdsourcing (HCOMP), Pittsburgh, USA, Oct. 2014
- **Bongjun Kim** and Woon Seung Yeo, “Probabilistic Prediction of Rhythmic Characteristics in Markov Chain-based Melodic Sequences,” International Computer Music Conference (ICMC) Aug. 2013
- Seunghun Kim, **Bongjun Kim**, and Woon Seung Yeo, “IAMHear: A Tabletop Interface with Smart Mobile Devices using Acoustic Location,” Conference on Human Factors in Computing Systems (CHI) works in progress, Apr. 2013
- **Bongjun Kim** and Woon Seung Yeo, “Interactive Mobile Music Performance with Digital Compass,” In Proceedings of the International Conference on New Interfaces for Musical Expression (NIME), Ann Arbor, USA, 2012.
- Minkoo Kang, Kiejn Park, and **Bongjun Kim**, “A Scheduling Alogorithm for Reducing FlexRay Message Response Time using Empty Minislots in Dynamic Segment,” Digest of Technical Papers, International Conference on Consumer Electronics (ICCE), USA, 2010.
- Minkoo Kang, Kiejn Park, and **Bongjun Kim**, “A Static Message Scheduling Algorithm for Reducing FlexRay Network Utilization,” IEEE International Symposium on Industrial Electronics, pp. 1287-1291, Seoul, Korea, 2009.
- **Bongjun Kim** and Kiejn Park, “Probabilistic Delay Model of Dynamic Message Frame in FlexRay Protocol,” IEEE Transaction on Consumer Electronics, Vol. 55, Issue 1, pp. 77-82, Feb. 2009.
- Bumjoo Park, Kiejn Park, and **Bongjun Kim**, “A Performance Isolation Mechanism Based on Fuzzy Technique for Web Server Loading Balancing,” The Institute of Electronics, Information and Communication Engineers Transactions on Communications, Vol.E92-B, No.4, pp. 1086-1093, Apr. 2009.
- **Bongjun Kim** and Kiejn Park, “Analysis of Frame Delay Probability in the FlexRay Dynamic Segment,” The 6th IEEE International Conference on Industrial Informatics, pp. 1519-1522, Daejeon, Korea, 2008.

	<ul style="list-style-type: none"> ▪ Minkoo Kang, Kiejin Park, and Bongjun Kim, “PDO Packing Mechanism for Minimizing CANopen Network Utilization,” The 34th Annual Conference of the IEEE Industrial Electronics Society, pp.1516-1519, Nov. 2008. ▪ Minkoo Kang, Kiejin Park, and Bongjun Kim, “Determining the Size of a Static Segment and Analyzing the Utilization of In-vehicle FlexRay Network,” Third International Conference on Convergence and Hybrid Information Technology, Vol. 2, pp.50-53, Nov. 2008. 	
PATENTS	<ul style="list-style-type: none"> ▪ Zafar Rafii, Markus Cremer, and Bongjun Kim, “Methods and Apparatus to Perform Windowed Sliding Transforms,” US 20190122678, April 2019. ▪ Zafar Rafii, Markus Cremer, and Bongjun Kim, “Methods, Apparatus and Articles of Manufacture to Identify Sources of Network Streaming Services,” US 20190122673, April 2019. 	
CHALLENGES	<p>Making Sense of Sounds Data Challenge, 2018</p> <p>Placed 3rd out of 23 systems competing (Results were announced at DCASE 2018).</p> <ul style="list-style-type: none"> ▪ Technical paper: Ensemble Of Convolutional Neural Networks With Transfer Learning For Audio Classification 	
ACADEMIC AWARDS	<p>The SIGCHI Student Travel Grant 2019</p> <p>ACM International Conference on Intelligent User Interfaces (IUI) 2019</p> <p>The NSF Travel Grant 2018</p> <p>ACM International Conference on Intelligent User Interfaces (IUI) 2018</p> <p>The NSF Travel Grant 2017</p> <p>ACM International Conference on Intelligent User Interfaces (IUI) 2017</p> <p>Segal Design Cluster Fellowship 2015 – 2016</p> <p>Northwestern University, IL, USA</p> <p>Outstanding Teaching Assistant Award 2012</p> <p>GCT633 Audio and Multimedia Programming</p> <p>Korea Advanced Institute of Science and Technology (KAIST), Korea</p> <p>Best Presentation and Paper Award 2008</p> <p>IEEE International Conference on Industrial Informatics</p>	
TALKS	<p>“A Human-in-the-loop System for Sound Event Detection and Annotation” Mar 2019</p> <p>ACM International Conference on Intelligent User Interfaces (IUI 2019), LA, USA</p> <p>“Interactive Intelligent user interfaces for Music and Audio” Mar 2018</p> <p>HCI@KAIST Seminars, KAIST, Korea</p> <p>“Interactive Intelligent user interfaces for Music and Audio” Mar 2018</p> <p>Music and Audio Computing Lab., Culture Technology, KAIST, Korea</p> <p>“Interactive Intelligent user interfaces for Music and Audio” Mar 2018</p> <p>Ewha Arts & Science Institute, Ewha Womans University, Korea.</p> <p>“A Human-in-the-loop System for Sound Event Detection and Annotation” Mar 2018</p> <p>Haii:Human-AI-Interaction, inc., Yonsei University, Korea</p> <p>“I-SED: an Interactive Sound Event Detector” Jun 2017</p> <p>Midwest Music and Audio Day, Evanston, IL, USA</p>	

	“I-SED: an Interactive Sound Event Detector”	Feb 2017
	Simons Institute Workshop on Interactive Learning, Berkeley, CA, USA	
	“I-SED: an Interactive Sound Event Detector”	Feb 2017
	Gracenote, Emeryville, CA, USA	
PROFESSIONAL EXPERIENCE	Research Engineer	Jul 2009 – Jul 2010
	Research process innovation and product lifecycle management Doosan Infracore Co. Ltd, Korea	
EXTERNAL SERVICES	Journal Reviewer	
	IEEE Signal Processing Magazine	2018
	Conference Reviewer	
	ACM User Interface Software and Technology Symposium (UIST)	2019
	IEEE International Conference on Acoustics, Speech, and Signal Processing	2015-16, 2018-19
	International Conference on New Interfaces for Musical Expression	2013 – 2019
	ACM Multimedia Conference	2016
	IEEE Workshop on Applications of Signal Processing to Audio and Acoustics	2015
	Student Volunteer for Conferences	
	ACM International Conference on Intelligent User Interfaces (IUI), Cyprus	2017
	International Conference on Design Computing and Cognition, USA	2016
	Conference Staff: Administration	2013
	International Conference on New Interfaces for Musical Expression (NIME), Korea	
PERFORMANCE AND EXHIBITION	Mobile music performance: Where Are You Standing?	May 2012
	International Conference on New Interfaces for Musical Expression (NIME), Ann Arbor, USA	
	Interactive sound art installation: Turning Into Sound	Jan 2012
	Daejoen Children Art Gallery, Daejeon, Korea	
	Mobile music performance: ADC Project- Don’t Imagine	Aug 2011
	Arco Art Theater, Seoul, Korea	
	Mobile music performance: Where Are You Standing?	Jun 2011
	Hyundai Card / Capital Inc., Seoul, Korea	
PROGRAMMING AND SOFTWARE SKILLS	<ul style="list-style-type: none"> ▪ Python, Matlab, Javascript, Processing ▪ Max/MSP, Pure Data ▪ Music production tools: Logic Pro 	