

Daehwa Kim

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RESEARCH INTERESTS

My research goal is engineering for a fluid interface, exploring a seamless integration of a computer and human that makes new and pleasant experiences. My prior research lies in (a) sensing and interaction techniques for a mobile device and (b) novel sensing technologies supporting sophisticated hand inputs. I published full papers at ACM CHI and UIST.

Sensing Techniques for Fluid Interfaces	novel sensing technologies supporting sophisticated hand inputs		sensing and interaction techniques for a mobile device	
	=	•	+	•
		AtaTouch (Cond. Accepted CHI'21)		OddEyeCam (UIST'20)
		MagTouch (CHI'20)		OmniSense (Ongoing)

EDUCATION

KAIST, School of Computing

Mar 2019 – Feb 2021 (Expected)

- M.S. student at Human-Computer Interaction Lab
 - Thesis: “OddEyeCam: Sensing Technique for Body-Centric Peephole Interaction Using WFoV RGB and NFoV Depth Cameras” (To be)
 - Adviser: Prof. Geehyuk Lee
 - Focus: Sensing Techniques

UNIST, Electrical and Computer Engineering

Mar 2015 – Feb 2019

- B.S. in Computer Science and Engineering (Major)
B.S. in Electrical Engineering (Minor)
 - Thesis: “VRone: 3D Force Feedback System in VR Using a Commercial Drone”
 - Entered with top honors.
- Summer session program, ual: (University of the Arts London), London, UK

Jul 2018

PUBLICATIONS

CONFERENCES

- [1] Daehwa Kim, Keunwoo Park, and Geehyuk Lee, “AtaTouch: Robust Finger Pinch Detection for a VR Controller Using RF Return-Loss” in *Proceedings of the 2021 CHI Conference on Human Factors in Computing Systems*, Yokohama, Japan. (full paper, Conditionally Accepted)
- [2] Daehwa Kim, Keunwoo Park, and Geehyuk Lee, “OddEyeCam: A Sensing Technique for Body-Centric Peephole Interaction Using WFoV RGB and NFoV Depth Cameras” in *Proceedings of the 33rd Annual ACM Symposium on User Interface Software and Technology*, Virtual Event, USA, Oct 2020. (full paper)
- [3] Keunwoo Park, Daehwa Kim, Seongkook Heo, and Geehyuk Lee, “MagTouch: Robust Finger Identification for a Smartwatch Using a Magnet Ring and a Built-in Magnetometer” in *Proceedings of the 2020 CHI Conference on Human Factors in Computing Systems*, Honolulu, Hawaii, USA, Apr 2020. (full paper)

RESEARCH EXPERIENCE

HCI Lab, KAIST

- Undergraduate Research Student, School of Computing
 - Project: PCB design for a hand gesture sensing wristband.
 - Supervisors: Prof. Geehyuk Lee
 - Focus: human-computer interaction, PCB design, physical prototyping

Mar 2018 – Jun 2018

Hyper-connected Communication Research Laboratory, ETRI

- Research Intern, IoT Research Division
 - Project: Smart Home project - Building IoT lighting system controlled by user's voice
 - Supervisors: Dr Jungsik Sung and Daeho Kim
 - Focus: IoT network system, Natural language processing

Jan 2018 – Mar 2018

iHCI Lab (Intelligent Human Computer Interaction Lab), UNIST

- Undergraduate Research Student, Electrical and Computer Engineering
 - Project: Finger Joystick Interaction
 - Supervisors: Prof. Sungahn Ko
 - Focus: human-computer interaction, visualization

Feb 2017 – Nov 2017

AWARDS & SCHOLARSHIPS	4th Prize , NAVER x UNIST Undergraduate Poster Award	Dec 2017
	<ul style="list-style-type: none"> ▪ Topic: “VibCat: Vibration Categorization for Input and Interaction”. ▪ Awarded by NAVER CEO. ▪ Received an award of 1,000,000 KRW. 	
	Excellence Award , World Friends ICT volunteers return report 2016	Dec 2016
	<ul style="list-style-type: none"> ▪ Dispatched to Uzbekistan to provide Android development lectures to university students. ▪ Awarded by the Director of National Information Society Agency. ▪ Received an award of Samsung Galaxy Tab 4 10.1. 	
	Academic Achievement Award , UNIST	
	<ul style="list-style-type: none"> ▪ 2017 Fall Academic Achievement Award: GPA 4.05/4.3 ▪ 2017 Spring Academic Achievement Award: GPA 3.98/4.3 ▪ 2016 Fall Academic Achievement Award: GPA 3.90/4.3 ▪ 2016 Spring Academic Achievement Award: GPA 4.06/4.3 ▪ 2015 Spring Academic Achievement Award: GPA 4.00/4.3 	Jan 2018 Jul 2017 Feb 2016 Aug 2016 Jul 2015
	Uni-Star Scholarship , UNIST	Mar 2015 – Feb 2019
	<ul style="list-style-type: none"> ▪ Entered with top honors. ▪ Tuition + academic support fee of 1,000,000 KRW were paid each semester. 	
	Overseas Training Scholarship , UNIST	Jun 2018
	<ul style="list-style-type: none"> ▪ Financial aid for the summer session program at University of the Arts London 	
TEACHING EXPERIENCE	Teaching Assistant , AI Lab - Learning Commons II, UNIST	Sep 2018 – Dec 2018
	Head of Android Development Team , HeXA, UNIST	Feb 2017 – Dec 2017
	Instructor , Tashkent University of Information Technologies (TUIT)	Jul 2016 – Sep 2016
CAMPUS ACTIVITIES	<ul style="list-style-type: none"> ▪ Excellence Award, World Friends ICT volunteers return report 2016 	
	D2 factory , NAVER	
	<ul style="list-style-type: none"> ▪ Campus Partner <ul style="list-style-type: none"> • Hosted the 2nd Hackathon at UNIST, sponsored by NAVER and UNIST ECE 	Feb 2016 – Feb 2017
	HeXA (Hacker’s eXciting Academy) , UNIST	
	<ul style="list-style-type: none"> ▪ A computer security & development research group ▪ Vice-President ▪ Head of Android development team <ul style="list-style-type: none"> • Provided regular android-development lectures for club members 	Feb 2016 – Feb 2017 Feb 2017 – Dec 2017
	UNIST Media Center , UNIST	
	<ul style="list-style-type: none"> ▪ Video Editor ▪ Representative work <ul style="list-style-type: none"> • My Age 22 - Travel to Europe with a drone • Web drama: The town where engineers live 	Mar 2015 – Feb 2017
	Audio Hero	Sep 2019 – Dec 2019
	<ul style="list-style-type: none"> ▪ Sound-based danger detection system using VGGish deep learning model ▪ Skills: Deep learning, Signal processing 	
	VRone	Sep 2018 – Dec 2018
PROJECTS	<ul style="list-style-type: none"> ▪ 3-dimensional force feedback in VR using a personal and commercial drone ▪ Skills: Unity C# programming, Android programming 	
	System Light 2.0 @ ETRI	Jan 2018 – Mar 2018
	<ul style="list-style-type: none"> ▪ Smart Home project - Building IoT system for lights ▪ Skills: Computer network, Natural language processing 	
	VibCat	Oct 2017 – Dec 2017
	<ul style="list-style-type: none"> ▪ Vibration Categorization for Input & Interaction ▪ Skills: Machine learning, Android programming 	
	Finger joystick interaction	Feb 2017 – Nov 2017
	<ul style="list-style-type: none"> ▪ Interaction technique to support finger’s directional input using capacitive image of a smartwatch’s touchscreen ▪ Skills: Machine learning, Android programming 	
	Poem a moment	Mar 2017 – Jun 2017

- An android application that shows Yoon Dongju's poems on the wallpaper
- Available on Google Play store (download 1000+)
- Skills: Android programming

TUIT Android Lecture

Jun 2016 – Sep 2016

- Android development lecture provided to TUIT university students
- Skills: Android programming, Object-oriented programming

Mr.Bill

Jun 2016 – Jul 2016

- Algorithm and system to provide optimal Dutch pay way
- Available on Google Play store (download 500+)
- Skills: Android programming, Graph theory

[CV compiled on 2020-12-14 for Acme Corporation]