

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) novel sensing technologies supporting sophisticated hand inputs and (b) sensing and interaction techniques for a mobile device. I published full papers at ACM CHI and UIST.

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

KAIST, Human-Computer Interaction Lab

Mar 2019 – Feb 2021

- M.S. in School of Computing
 - Adviser: Prof. Geehyuk Lee
 - Focus: Sensing Techniques
 - Thesis: “OddEyeCam: Sensing Technique for Body-Centric Peephole Interaction Using WFoV RGB and N FoV Depth Cameras” (2020 Best Thesis Award)
 - Thesis Committee: Geehyuk Lee (Chair), Juho Kim, Uichin Lee

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.
 - Graduated with Magna Cum Laude
- 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” To Appear in *Proceedings of the 2021 CHI Conference on Human Factors in Computing Systems*, Yokohama, Japan. (full paper, To Appear) **Honorable Mention Award**
- [2] [Daehwa Kim](#), Keunwoo Park, and Geehyuk Lee, “OddEyeCam: A Sensing Technique for Body-Centric Peephole Interaction Using WFoV RGB and N FoV 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

Feb 2017 – Nov 2017

- Focus: human-computer interaction, visualization

AWARDS & SCHOLARSHIPS	Honorable Mention Award , ACM CHI 2021	Mar 2021
	▪ Daehwa Kim, Keunwoo Park, and Geehyuk Lee, “AtaTouch: Robust Finger Pinch Detection for a VR Controller Using RF Return-Loss” To Appear in <i>Proceedings of the 2021 CHI Conference on Human Factors in Computing Systems</i> , Yokohama, Japan.	
	Best Master’s Thesis Award , KAIST School of Computing	Feb 2021
	▪ Thesis: “OddEyeCam: Sensing Technique for Body-Centric Peephole Interaction Using WFoV RGB and N FoV Depth Cameras”	
	4th Prize , NAVER x UNIST Undergraduate Poster Award	Dec 2017
	▪ 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
	▪ 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.	
	Dean’s List , UNIST	
	▪ 2017 Fall Dean’s List: GPA 4.05/4.3	Jan 2018
	▪ 2017 Spring Dean’s List: GPA 3.98/4.3	Jul 2017
	▪ 2016 Fall Dean’s List: GPA 3.90/4.3	Feb 2016
	▪ 2016 Spring Dean’s List: GPA 4.06/4.3	Aug 2016
	▪ 2015 Spring Dean’s List: GPA 4.00/4.3	Jul 2015
	Uni-Star Scholarship , UNIST	Mar 2015 – Feb 2019
	▪ Entered with top honors.	
	▪ Tuition + academic support fee of 1,000,000 KRW were paid each semester.	
	Overseas Training Scholarship , UNIST	Jun 2018
	▪ 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
	▪ Excellence Award, World Friends ICT volunteers return report 2016	
ACADEMIC SERVICE	Reviewer	
	▪ CHI ’21 LBW	
CAMPUS ACTIVITIES	D2 factory , NAVER	
	▪ Campus Partner	Feb 2016 – Feb 2017
	• Hosted the 2nd Hackathon at UNIST, sponsored by NAVER and UNIST ECE	
	HeXA (Hacker’s eXciting Academy) , UNIST	
	▪ A computer security & development research group	
	▪ Vice-President	Feb 2016 – Feb 2017
	▪ Head of Android development team	Feb 2017 – Dec 2017
	• Provided regular android-development lectures for club members	
	UNIST Media Center , UNIST	
	▪ Video Editor	Mar 2015 – Feb 2017
PROJECTS	▪ Representative work	
	• My Age 22 - Travel to Europe with a drone	
	• Web drama: The town where engineers live	
	Audio Hero	Sep 2019 – Dec 2019
	▪ Sound-based danger detection system using VGGish deep learning model	
	▪ Skills: Deep learning, Signal processing	
	VRone	Sep 2018 – Dec 2018
	▪ 3-dimensional force feedback in VR using a personal and commercial drone	

<ul style="list-style-type: none"> ▪ 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
<ul style="list-style-type: none"> ▪ 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
<ul style="list-style-type: none"> ▪ Android development lecture provided to TUIT university students ▪ Skills: Android programming, Object-oriented programming 	
Mr.Bill	Jun 2016 – Jul 2016
<ul style="list-style-type: none"> ▪ Algorithm and system to provide optimal Dutch pay way ▪ Available on Google Play store (download 500+) ▪ Skills: Android programming, Graph theory 	

[CV compiled on 2021-03-15 for Acme Corporation]