

Daekun Kim, Curriculum Vitae

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Education

Candidate for Bachelor of Software Engineering, University of Waterloo

Software Engineering (Honours), 2019-2024 (Expected)

Research Experience

Undergraduate Research Fellow, University of Waterloo, Sep. 2020 - Present

- Human-Computer Interaction, AR/VR research under Professor Daniel Vogel.
- Published a **1st author** paper on a novel mouse interaction technique for spatial augmented reality (SAR) in **CHI 2022** (Late-breaking Work, full paper submitted to UIST 2022) **[E1]**.
- Published a study on physical-virtual conformity in **CHI 2021 workshop** as a co-author **[E2]**.
- Investigating the effect of human depth perception on VR interaction, with the aim of paper submission to **CHI 2023** as a **primary author**.
- Presented as a speaker at WebAR Workshop for Toronto SIGGRAPH Chapter.

Professional Experience

Software Engineering Intern, Waterloo, May. 2021 - June. 2021

Mtion Interactive

Human-computer interaction, C++ & DirectX graphics, and virtual reality

Software Engineering Intern, San Francisco, Jan. 2021 - May. 2021

Promethium

Architecting serverless ELT pipeline: 10X reduction in operating cost

Co-founder and Chief Product Officer, Waterloo, Oct. 2020 - May. 2021

Scena 360

Web-based 3D gathering space | <https://scena360.com>

AR/VR Software Engineering Intern, New York City, Apr. 2020 - Aug. 2020

Spatial

Virtual reality interaction design with hand tracking

Junior Developer, Vancouver, Jul. 2018 - Aug. 2018

Virtro Entertainment

Game development with virtual reality, Node.js + MySQL backend engineering

Scholarships and Awards

Undergraduate Research Fellowship, 2021

\$7,500 competitive award to fund full-time research

NSERC Undergraduate Student Research Award, 2021

\$6,000 competitive award to fund full-time research

President's Research Award, 2020

2 × \$1,500 award for undergraduate students pursuing research

Colonel Hugh Heasley Engineering Scholarship, 2019

\$10,000 over 4 years based on academic achievement and leadership impact.

Presidential Scholarship of Distinction, 2019

\$2,000 scholarship for incoming students with >95% entrance average.

Term Dean's Honours List (3x), 2019-2021

Top 10% in term average among Software Engineering students for 1A, 1B, and 2A terms.

BC Achievement Scholarship, 2019

\$1,250 scholarship for exceptional graduating secondary school students

Hack the North Winner, 2018

Winning team out of **1000 participants** with Wizard Chess **[P2]** project

Publications

Workshops and Extended Abstracts

- E1 **Daekun Kim** and Daniel Vogel. 2022. Everywhere Cursor: Extending Desktop Mouse Interaction into Spatial Augmented Reality. In Extended Abstracts of the 2022 CHI Conference on Human Factors in Computing Systems - CHI '22 (pp. 1-6). New York, New York, USA: ACM Press
- E2 Johann Wentzel, **Daekun Kim**, and Jeremy Hartmann. 2021. Same Space, Different Place: Designing for Differing Physical Spaces in Social Virtual Reality. In the CHI 2021 workshop "Social VR: A New Medium for Communication and Collaboration".

Press

CTV News, 'Blurring the line between the virtual and the physical world': Waterloo researchers helping develop the metaverse, *Apr. 2022*

CBC News, These University of Waterloo professors are helping build the metaverse, *Apr. 2022*

Extracurricular Activities

Tenor Vocalist, In Full Colour acapella, Sep. 2021 - Present

Baritone 1 Vocalist, The Water Boys acapella, Sep. 2020 - Apr. 2021
Chosen as Fall '20 soloist for "Little League" by Conan Gray.

Director of Technology, UW VR Club, Sep. 2020 - Dec. 2020
Industry update research, WebAR workshops

Selected Projects

- P4 *HoloKinect*: Holographic AR conference platform using HoloLens 2 and Azure Kinect
[⌚ http://daekunkim.com/?project=15](http://daekunkim.com/?project=15)
- P3 *Rewinder.me*: Anchored memories made present in AR
[⌚ https://youtu.be/XoNltK_28DM](https://youtu.be/XoNltK_28DM)
- P2 *Wizard Chess*: Chess, VR, speech recognition (won Hack the North 2018)
[⌚ http://daekunkim.com/?project=10](http://daekunkim.com/?project=10)
- P1 *Reactor Engine*: C++-based OpenGL game engine for PC & MacOS
[⌚ http://daekunkim.com/?project=2](http://daekunkim.com/?project=2)

Portfolio

research and projects portfolio available
daekunkim.com