

# Seungwon Do

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## STATEMENT

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I'm working at the Electronics and Telecommunications Research Institute (**ETRI**) in Korea as a Human-Computer Interaction (**HCI**) researcher. I have the interest to make a computational model using data extracted from an interaction between a user and system. My research topics are human-computer interaction, computational interaction, deep reinforcement learning, mixed reality, and natural language processing.

## EDUCATION

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<b>Korea Advanced Institute of Science and Technology (KAIST)</b> <i>M.S. in Graduate School of Culture Technology</i>	Aug. 2018 – Aug. 2020 <i>Daejeon, Korea</i>
<b>Pohang University of Science and Technology (POSTECH)</b> <i>B.S. in Dept. of Electrical Engineering</i>	Mar. 2013 – Aug. 2018 <i>Pohang, Korea</i>
<b>Seoul National University</b> <i>Exchange Student in Dept. of Computer Science and Engineering</i>	Mar. – Dec. 2016 <i>Seoul, Korea</i>

## WORK EXPERIENCE

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<b>Electronics and Telecommunications Research Institute (ETRI)</b> <i>Researcher at the Defense and Safety ICT Research Department</i>	Sep. 2020 – Present <i>Daejeon, Korea</i>
<b>Korea Advanced Institute of Science and Technology (KAIST)</b> <i>Researcher at the Ubiquitous Virtual Reality Lab</i>	Mar – Jun. 2018 <i>Daejeon, Korea</i>
<b>LG CNS</b> <i>Intern at the Digital Marketing Team</i>	Jun. – Jul. 2017 <i>Seoul, Korea</i>

## PUBLICATIONS

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- **Seungwon Do**, Minsuk Chang, and Byungjoo Lee. "A Simulation Model of Intermittently Controlled Point-and-Click Behaviour" In proceedings of the 2021 CHI Conference on Human Factors in Computing Systems (CHI' 21). ACM, 2021.
- **Seungwon Do** and Byungjoo Lee. "Improving Reliability of Virtual Collision Responses: A Cue Integration Technique" In proceedings of the 2020 CHI Conference on Human Factors in Computing Systems (CHI' 20). ACM, 2020.

## HONORS AND AWARDS

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<b>ACM CHI 2021</b> Honorable Mention Award	May. 2021
<b>KAIST Alumni Association Scholarship</b>	Jan. 2020
<b>SAMSUNG Oh-Heon Kwon Scholarship</b>	Mar. 2015 – Dec. 2016

## PATENT

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<b>Guitar Learning System Using Augmented Reality</b>	May. 2021
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## ADDITIONAL EXPERIENCE

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<b>ACM International Conferences on Interactive Surfaces and Spaces (ISS' 19)</b> <i>Demo in HCI KAIST Open Lab</i>	Oct. 2019 <i>Daejeon, Korea</i>
<b>Columbia University and Stony Brook University</b> <i>Participant in Summer School on Computational Interaction</i>	Jul. – Aug. 2019 <i>New York, USA</i>

## TECHNICAL SKILLS

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**Programming:** C, C++, C#, Java, and Python  
**Application Development Including VR and AR:** Unity  
**Data Analysis and Visualization:** Matlab and R  
**Handling Motion Capture Data:** Optitrack