

DOHUI LEE

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Education

M.S. Korea Advanced Institute of Science & Technology (KAIST)
Graduate School of Metaverse (GSMV)

(September 2024 - Present)

B.S. Seoul National University of Science and Education (SEOULTECH)
Majoring in Information Technology Management (ITM)
GPA: 4.40/4.5 | MAJOR GPA: 4.45/4.5

(March 2019 - February 2023)

B.S. University of Northumbria at NEWCASTLE
Information Technology Management, Dual degree with SEOULTECH

(March 2019 - February 2023)

Publication

International Journals

Dohui Lee, Sohyun Won, Jiwon Kim, and Hyuk-Yoon Kwon. ARGo: augmented reality-based mobile Go stone collision game. *Virtual Reality* 28, 37 (2024).

(February 2024)

[DOI](#)

Domestic Journals

Dohui Lee, & Hyuk-Yoon Kwon (2022). Automata-based Collision Scenario Design to Prevent Continuous Collision Detection in Augmented Reality Go Stone Collision Game. *KIISE Transactions on Computing Practices*, 28(8), 413-420.

(2022)

[DOI](#)

Domestic Conference Proceedings

Min-Seon Kim, **Do-Hui Lee**, & Hyuk-Yoon Kwon (2022). An Integrated Model for Bidirectional Sign Language Production and Translation. *Proceedings of the Korean Information Science Society Conference*.

(2022)

Do-Hui Lee, & Hyuk-Yoon Kwon (2021). Design of Collision Scenario of Augmented Reality-based Go Stone Collision Game Using Automata. *Proceedings of the Korean Information Science Society Conference*.

(2021)

Experiences

Research Experience

Human Centered Interactive Technologies Lab (HCI Tech Lab)

(September 2024 - Present)

- Research Area: Extended Reality, Multimodal Interaction, Generative AI
- Advisor: Sang Ho Yoon, Associate Professor, Graduate School of Culture Technology

Big Data Management and Application Laboratory (BIGBASE)

(March 2021 - December 2022)

- Research Area: Augmented Reality, Virtual Reality
- Advisor: Hyuk-Yoon Kwon, Associate Professor, ITM Division, Dept. of Industrial Engineering

Work Experience

PlayWithUs | Game Client Developer | Pangyo, Seongnam

(January 2023 - July 2024)

- Develop overall game system based on object-oriented design.
- Develop multi-communication environment with PHOTON.
- User Communication and Management
- Release Biz And Town, Management Simulation Game in 2024

Others

MSW SuperHackathon 2022

(September 2022 - November 2022)

- Hosted by Nexon & LikeLion
- Develop a game based on MSW(Maple Story World) platform with LUA
- Selected as a game developer & designer track, team leader (3 team members)
- Certificate

Awards and Honors

Scholarship, Graduate Excellence Scholarship (National Scholarship), Korea Student Aid Foundation (KOSAF)

(2025)

Summa Cum Laude in College of Business and Technology (SEOULTECH)

(2023)

Scholarship, in ITM (SEOULTECH)

(2019-2022)

Best Paper Presentation Award in KSC

(2021)