Haejun Kim

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EDUCATION

- **Korea Advanced Institute of Science and Technology (KAIST)** — M.S. student in Data Science. Mar. 2024 — Advisor: Shuping Xiong.
- **Hanyang University** — B.A. in Philosophy; Second Major in Industrial Engineering. Mar. 2018 – Feb. 2024. cum laude
  Thesis: VHDT: Vision and Human-Object Interaction Detection Transformer based on ViDT

PUBLICATIONS

([†]Co-first authors; [*]Corresponding authors.)

Conference & Journal Papers

[c.1] **Toward a More Standardized Multi-directional Tapping Task in VR: The Effect of Target Depth**
Haejun Kim, Yuhwa Hong, Jihae Yu, Shuping Xiong*, Woojoo Kim*.
ISMAR 2025: IEEE International Symposium on Mixed and Augmented Reality.

[j.1] **The Effects of Task Factors on the Multi-Directional Tapping Task**
Yuhwa Hong[†], Haejun Kim[†], Jihea Yu, Heedo Shin, Xiaoqun Yu, Shuping Xiong[*], Woojoo Kim[*].
International Journal of Human-Computer Interaction

[j.2] **Effects of a Passive Shoulder Support Exoskeleton and Keyboard Interaction Design on Mid-Air Typing in Mixed Reality**
Haejun Kim, Qiuli Jin, Seonghyeok Park, Woojoo Kim*, Shuping Xiong*.
International Journal of Human-Computer Interaction.

Under Review

[u.1] **Beyond Constant Transparency: Evaluating a Pedestrian-Aware Transparency-Adaptive Interface for XR Walking**
Haejun Kim, Qiuli Jin, Shuping Xiong*, Woojoo Kim*.
Under review Preprint: SSRN 6161580

Posters, Demos, and Workshop Papers

[p.1] **HickStudyVR: A Hicks Law-Based Information Processing Speed Test in VR for Large Choice Sets**
Junha Choe, Hyeeun Cho, Haejun Kim, Woojoo Kim*.
ISMAR 2025 (Poster).

[p.2] **The Effect of Target Depth on Performance of Multi-directional Tapping Task in Virtual Reality**
Haejun Kim, Yuhwa Hong, Jihae Yu, Shuping Xiong*, Woojoo Kim*.
CHI EA 2025 Extended Abstracts: ACM Conference on Human Factors in Computing Systems (Poster).

[p.3] **ChaMEleon: Identity-Adjustable Remote Collaboration System in Virtual Reality**
Hyunyoung Han, Haejun Kim, Junseo Lee, Woontack Woo*.

HCI Korea 2025 (Poster).

ONGOING RESEARCH PROJECTS

- **Human Factor and AI-Based UX Prediction of Spatial User Interfaces**
  Kangwon National University Collaboration | July 2025 Present
  Multimodal UX prediction using EMG and IMU sensors with AI models for XR interactions.

WORK EXPERIENCE

- **KAIST Human Factors & Ergonomics Lab**, South Korea Jul. 2023 – Sep. 2023
  Undergraduate Researcher Analyzed gait in VR across avatar fidelity levels.

- **Long-Term Care Facility (Alternative Military Service)**, South Korea Apr. 2021 – Jan. 2023
  Fulfilled compulsory national service by supporting elderly residents in daily living.

AWARDS & HONORS

- **Future Research Award** Korean Data Science Society, Sep. 2025
  Outstanding research at Korean Data Science Conference.
- **Q-Day Special Student Award** KAIST, Nov. 2024
  Excellence in creative education & research through active participation in "QAIST."
- **Hanyang Brain (Academic Excellence) Scholarship** Hanyang University
  Academic excellence (Fall 2018, Spring 2019, Spring 2020, Fall 2020, Fall 2023).

PROFESSIONAL ACTIVITIES & LEADERSHIP

- **Executive Member, BOAZ Big Data Analysis Club** Aug 2021–Jul 2022
  Organized analytics training, coordinated projects, and mentored members.
- **XR Technology Content Creator, Threads** Apr. 2025 – Present
  Educating the public on emerging XR technologies (9.8K+ followers; profile).
- **Xreal Metaverse Inter-University Student Society** Sep. 2025 – Present
  Developed a node-based XR platform for spatial interaction prototyping.

SKILLS

- **Languages**: English (fluent, IELTS 7.5), Korean (native)
- **Software:** Python, R, Unity, XR development, Minitab.
- **Instrumentation & Sensors:** OptiTrack motion capture, Xsens inertial motion capture, Delsys surface EMG, Tobii eye-tracking, Exoskeleton.