

Kyungeun Jung

Education

- 2022–present **HCI Tech Lab**, Korea Advanced Institute of Science and Technology(KAIST).
Graduate School of Culture Technology, Metaverse Program
- 2018–2022 : **Bachelor of Multimedia Engineering**, Dongguk University, Seoul.

Publications

In Conference Proceedings

- 2023 **Jung, Kyungeun** and Sang Ho Yoon. Mo2hap: Rendering vr performance motion flow to upper-body vibrotactile haptic feedback. In **Adjunct Proceedings of the 36th Annual ACM Symposium on User Interface Software and Technology**, pages 1–3, 2023.
- 2023 **Jung, Kyungeun**, Kun Woo Song, and Seungmin Lee. Thumbjoy: Using the thumb's metacarpophalangeal joint as a joystick input device. In **2023 IEEE International Symposium on Mixed and Augmented Reality (ISMAR)**. IEEE, 2023.
- 2023 **Jung, Kyungeun**, Seungjae Oh, and Sang Ho Yoon. Mo2hap: Rendering performer's motion flow to upper-body vibrotactile haptic feedback for vr performance. In **2023 IEEE Conference on Virtual Reality and 3D User Interfaces Abstracts and Workshops (VRW)**, pages 579–580. IEEE, 2023.
- 2023 Youjin Sung, **Jung, Kyungeun**, Yoonjae Hong, Hyunho Na, Eunji Oh, and Sang Ho Yoon. Meta-blocks: Customizable vr controller with multi-input kinesthetic haptic feedback. *Korea HCI Conference*, pages 940–946, 2023.
- 2022 SeJun Park, **Jung, Kyungeun**, Kawon Lee, and JiHie Kim. End-to-end human activity recognition using deep graphneural networks with data augmentation for sparse radar pointclouds data. *Korea Journal of Computing Science and Engineering*, pages 1879–1881, 2022.

Research Experience

HCI Tech Lab, Researcher

- Mar, 2022 – present **Media-to-haptic Rendering Framework**.
Developing a framework that translates 3D motion data into meaningful vibrotactile feedback
- Advisor : **Dr. Sang Ho Yoon**, Associate Professor, Graduate School of Culture Technology([HCI Tech Lab](#))

Machine Learning Lab, Researcher

- Apr, – Dec, 2021 **Machine Learning Algorithm for Motion PCL data**.
Developing a End-to-end human activity recognition using deep graph neural networks: Data augmentation techniques for sparse radar point clouds
- Advisor : **Dr. Jihie Kim**, Professor, Department of Artificial Intelligence([Machine Learning Lab](#))

Work Experience

- Jan – Mar, 2021 **Software Engineer Intern**, VIZinf.co, Seoul.
Mainly developed AR Application via IOS using Unity3D

Awards & Fellowships

- 2023 **Grand Prize Demo (1st Place)** in Korea Haptics Conference 2023, for Mo2Hap: Rendering VR Performance Motion Flow to Upper-body Vibrotactile Haptic Feedback
- 2023 **People's Choice Best Demo Award** in UIST 2023, ACM User Interface Software and Technology for Mo2Hap: Rendering VR Performance Motion Flow to Upper-body Vibrotactile Haptic Feedback
- 2022 **Best Paper** for End-To-End Human Activity Recognition using Deep Graph Neural Networks with Data Augmentation for Sparse Radar PointClouds data in domestic conference, Korea Journal of Computing Science and Engineering
- 2021 **1st Place** in Dongguk University autonomous driving robot Academic competition, mainly used Computer Vision and YOLO v3.
- 2021 **2nd Place** in Dongguk University Farm Project of Artificial Intelligence, with the title of End-To-End Human Activity Recognition using Deep Graph Neural Networks with Data Augmentation.
- 2020 **2nd Place** at the BIFAN(Bucheon International Fantastic Film Festival) & UNITY 3D short VR Film Challenge "Iridescent"

Academic Achievements & Recognitions

- 2023 **Organizer and Moderator** in *CHI'24 Workshop @ KAIST*

Position of Responsibility

- 2023 **HCI @KAIST Committee member.**

Teaching Assistantship

Spring, 2023 : **GCT 722: Interactive Haptic Technologies.**

Extra Curricula Activities

- Since 2021 **Amateur Bassist.**
- 2018 **Hyundai Automobile Company Global Volunteer.**
- 2017 **Jeonju International Film Festival Interpreter Volunteer.**
- 2017 **Jecheon International Music Film Festival Interpreter Volunteer.**