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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**, 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

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**.