**Omar Khan**

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**About Me**\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

I am a 4th year honours Bachelor of Science student in Computer Science at the University of Calgary. I am also a research assistant with [Dr. Kangsoo Kim](https://www.kangsookim.com/) in the [Human-X-Interaction Lab](https://www.hxi-lab.ca/). I work on projects in Extended Reality (XR), Virtual Agents/Avatars, and more generally, Human-Computer Interaction (HCI).

**Education**\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

*09/2021 – 04/2025* **University of Calgary**

Bachelor of Science (Honours) – Computer Science

GPA: 3.82 / 4.00

Higher level courses in Computer Graphics and Human-Computer Interaction

**Publications**\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

*Workshop Papers*

1. **Omar Khan**,Zaid Ahmed, Hyeongil Nam, Kangsoo Kim. “TangibleMoments: Embedding XR Memories onto Physical Objects”. *2025 IEEE Conference on Virtual Reality and 3D User Interfaces Abstracts and Workshops (VRW)*, Saint-Malo, France, 2025
2. **Omar Khan**,Anh Nguyen, Hyeongil Nam, Kangsoo Kim. “Investigating Visual Guide Cues in VR: Impacts of Virtual Humans and Symbol-Based Navigation on Real-World Performance and Experience”. *2025 IEEE Conference on Virtual Reality and 3D User Interfaces Abstracts and Workshops (VRW)*, Saint-Malo, France, 2025

*Posters*

1. **Omar Khan**,Zaid Ahmed, Hyeongil Nam, Kangsoo Kim. “‘I look like a gorilla, but don’t move like one!’: Impact of Avatar-Locomotion Congruence in Virtual Reality”. *2025 IEEE Conference on Virtual Reality and 3D User Interfaces Abstracts and Workshops (VRW)*, Saint-Malo, France, 2025
2. **Omar Khan**, Anh Nguyen, Michael Francis, Kangsoo Kim. “Exploring the Impact of Virtual Human and Symbol-Based Guide Cues in Immersive VR on Real-World Navigation Experience”. *2024 IEEE Conference on Virtual Reality and 3D User Interfaces Abstracts and Workshops (VRW)*, Orlando, FL, USA, 2024, pp. 883-884 <https://www.doi.org/10.1109/VRW62533.2024.00238>

**Research Assistantships**\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

*09/2024 – 04/2025* **Human-X-Interaction Lab** and **SeriousXR Lab**, University of Calgary

Supervisors: **Dr. Kangsoo Kim** and **Dr. Frank Maurer**

*01/2023 – 08/2024* **Human-X-Interaction Lab**, University of Calgary

Supervisor: **Dr. Kangsoo Kim**

**Awards**\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

*2025* University of Calgary, IDEAS Fund - $1352

*2024* UCalgary Students’ Union, Undergraduate Research Symposium Faculty of Science Award - $1000

*2024* Jason Lang Scholarship - $1000

*2024* UCalgary Students’ Union, SUPERWork Award - $1000

*2024* Alberta Innovates, Summer Research Studentship Award - $7500

*2024* University of Calgary, Graeme Bell Travel Award - $1350

*2023* NSERC, Undergraduate Student Research Award - $7500

*2023* Jason Lang Scholarship - $1000

*2022* Jason Lang Scholarship - $1000

*2021* Alexander Rutherford Scholarship - $2500

**Skills**\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

XR development with Unity3D

Quantitative and qualitative user studies

Virtual agents and avatars

Programming (C#, C++, Python, JavaScript, Java)

Math (calculus, linear algebra, statistics)

Computer graphics

Ethics

Strong written and oral communication