**Omar Khan**

[oak44@drexel.edu](mailto:oak44@drexel.edu) | [https://okhan.me](https://okhan.me/) | [Google Scholar](https://scholar.google.com/citations?user=aVs159UAAAAJ&hl=en) | [GitHub](https://github.com/omarkhan03)

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

*09/2025 – present* **Drexel University**

Philadelphia, PA, USADoctor of Philosophy – Computer Science

* Advisor: Dr. Tiffany D. Do

*09/2021 – 05/2025* **University of Calgary**

Calgary, AB, Canada Bachelor of Science (Honours) – Computer Science, First Class

* Advisor: Dr. Kangsoo Kim

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

*Conference and Journal Papers*

1. **Omar Khan**, Hyeongil Nam, Kangsoo Kim. “Impact of Avatar-Locomotion Congruence on User Experience and Identification in Virtual Reality”. To appear in IEEE Transactions on Visualization and Computer Graphics (TVCG), vol. xx, no. xx, pp. xx–xx, 2025.

Acceptance rate: 8%, JCR IF-2024: 6.5.

*Workshop Papers and Posters*

1. **Omar Khan**,Zaid Ahmed, Hyeongil Nam, Kangsoo Kim. “TangibleMoments: Embedding XR Memories onto Physical Objects”. *Proceedings of the IEEE Conference on Virtual Reality and 3D User Interfaces Abstracts and Workshops (VRW)*, 2025, pp. 1142-1146. <https://www.doi.org/10.1109/VRW66409.2025.00227>
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”. *Proceedings of the IEEE Conference on Virtual Reality and 3D User Interfaces Abstracts and Workshops (VRW)*, 2025, pp. 504-509. <https://www.doi.org/10.1109/VRW66409.2025.00110>
3. **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”. *Proceedings of the IEEE Conference on Virtual Reality and 3D User Interfaces Abstracts and Workshops (VRW)*, 2025, pp. 1202-1203. <https://www.doi.org/10.1109/VRW66409.2025.00247>
4. **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”. *Proceedings of the IEEE Conference on Virtual Reality and 3D User Interfaces Abstracts and Workshops (VRW)*, 2024, pp. 883-884. <https://www.doi.org/10.1109/VRW62533.2024.00238>

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

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

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

*2022* Jason Lang Scholarship x 3 - $3000

*2021* Alexander Rutherford Scholarship - $2500

**Academic Service** \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

*Peer Review*

ACM VRST **2025**