

# SEI KANG

**Research Area: Virtual/Augmented Reality, Virtual Agent, HCI**

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## EDUCATION

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| Sep 2025 – Current  | <b>Ph.D. in Department of AI Convergence, Chonnam National University, Republic of Korea</b><br>[Affiliation Lab] Empathic Computing Lab in Korea<br>(Advisor: Seungwon Kim)                       |
| Mar 2024 – Aug 2025 | <b>M.S. in Department of AI Convergence, Chonnam National University, Republic of Korea</b><br>[Affiliation Lab] Empathic Computing Lab in Korea<br>(Advisor: Seungwon Kim)                        |
| Mar 2020 – Feb 2024 | <b>B.S. in Department of Software Engineering, Chonnam National University, Republic of Korea</b><br>[Affiliation Lab] Empathic Computing Lab in Korea<br>(Advisor: Seungwon Kim)<br>GPA: 4.42/4.5 |

## PUBLICATION (REGULAR PUBLICATIONS)

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### **Effects of Gesture Size in Virtual Agents on Persuasive Communication**

*Gayun Suh, Gun A. Lee, Hyung-Jeong Yang, Soo-Hyung Kim, Ji-eun Shin, Jaejoon Jeong, **Sei Kang**, and Seungwon Kim*

Proceedings of the 31th ACM Symposium on Virtual Reality Software and Technology (VRST)

### **Design and Evaluation of a Virtual Agent for Interpersonal Emotion Regulation in VR**

***Sei Kang**, Gun A. Lee, Hyung-Jeong Yang, Soo-Hyung Kim, Ji-eun Shin, Jaejoon Jeong, Myungho Lee, and Seungwon Kim*

2025 IEEE International Symposium on Mixed and Augmented Reality (ISMAR)

### **Three Techniques for Enhancing Emotional Expression on Embodied Avatar Face in VR**

*Jaejoon Jeong, Gun A. Lee, Hyung-Jeong Yang, Soo-Hyung Kim, Ji-eun Shin, Gayun Suh, **Sei***

*Kang, and Seungwon Kim*

2025 IEEE International Symposium on Mixed and Augmented Reality (ISMAR)

**Performance Analysis of GazeRayHand Techniques for Complex Object-Manipulation Tasks in VR Environments**

*Yunsu Lee, **Sei Kang**, and Seungwon Kim*

Journal of Digital Contents Society - KCI, 26(8), 2237-2247. (2025)

**GazeRayHand: Combining Gaze Ray and Hand Interaction for Distant Object Manipulation**

***Sei Kang**, Jaejoon Jeong, Soo-Hyung Kim, Hyung-Jeong Yang, Gun A Lee, and Seungwon Kim*

Applied Sciences - 15(13), 7065. (2025)

**The RayHand Navigation: A Virtual Navigation Method with Relative Position between Hand and Gaze-Ray**

***Sei Kang**, Jaejoon Jeong, Gun A. Lee, Soo-Hyung Kim, Hyung-Jeong Yang, and Seungwon Kim*

Proceedings of the 2024 CHI Conference on Human Factors in Computing Systems (CHI)

## **PUBLICATION (POSTER/ADJUNCT)**

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**Willingness to Interact: Social Resources Facilitate Pulling Actions toward Social Avatars in Virtual Reality**

*Jaejoon Jeong, Hwaryung Lee, Ji-eun Shin, Daeun Kim, **Sei Kang**, Gun A. Lee, Soo-Hyung Kim, Hyung-Jeong Yang, and Seungwon Kim*

In Proceedings of 2025 IEEE Conference on Virtual Reality and 3D User Interfaces Abstracts and Workshops (VRW)

## **HONORS AND AWARDS**

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<b>2025</b>	<b>Best Presentation Award</b> APMAR 2025
<b>2024.09~2025.08</b>	<b>NRF M.S. Fellowship (RS-2024-00465826)</b> National Research Foundation, Korea
<b>2024.03~2025.08</b>	<b>Presidential Science Scholarship (M.S.)</b> Korea Student Aid Foundation (KOSAF)
<b>2023</b>	<b>Outstanding Paper Award</b> Korea Digital Content Society  <b>Outstanding Paper Award</b> Korea Society for Smart Media
<b>2022~2023</b>	<b>National Excellence Scholarship (Science and Engineering)</b> Korea Student Aid Foundation (KOSAF)

2022

**Grand Prize, Web Portfolio - AI+X Coding Fundamental  
Competency Enhancement Competition**  
Gwangju Jeonnam Regional Innovation Platform

## PATENTS

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**Method and System for Distant Object Manipulation using Gaze Ray and Hand Interface**  
Korea Granted Patent (Registration No. 10-2864482)

**An Electronic Device and Its Operation Method That Provides a Steering-Based Virtual Reality (VR) Navigation Environment That Operates Through a RayHand Control Method That Combines a Gaze and a Hand**  
Korea Granted Patent (Registration No. 10-2783127)

## INVITED TALKS

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| Oct 2024 | <b>IEEE International Symposium for Mixed and Augmented Reality (ISMAR) 2024</b><br>Lightning Talk of the LocXR Workshop <ul style="list-style-type: none"><li>♦ Topic: The RayHand Navigation: A Virtual Navigation Method with Relative Position between Hand and Gaze-Ray</li></ul> |
| Jan 2024 | <b>Korea Computer Congress (KCC) 2024</b><br>Oral Presentation at Top Conference Session <ul style="list-style-type: none"><li>♦ Topic: The RayHand Navigation: A Virtual Navigation Method with Relative Position between Hand and Gaze-Ray</li></ul>                                 |

## TEACHING EXPERIENCES

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| Fall 2025   | <b>TA, CIS3020 Computer Graphics</b><br>Chonnam National University        |
| Fall 2024   | <b>TA, CIS3003 Artificial Intelligence</b><br>Chonnam National University  |
| Spring 2024 | <b>TA, STT3019 Java Programming and Lab</b><br>Chonnam National University |

## SKILLS

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Programming	C, C++, C#, Python, Java, JavaScript
Development tools	<b>Unity (Proficient)</b>