SEI KANG

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

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EDUCATION

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

PUBLICATION (CONFERENCE PROCEEDINGS)

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)

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 (CONFERENCE POSTER/ADJUNCT)

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)

AWARDS

2025	**Best Presentation Award**	
	APMAR 2025	
2023	**Outstanding Paper Award**	
	Korea Digital Content Society	
	Outstanding Paper Award	
	Korea Society for Smart Media	
2022	**Grand Prize, Web Portfolio - AI+X Coding Fundamental Competency Enhancement Competition**	
	Gwangju Jeonnam Regional Innovation Platform	

PATENTS

Method and System for Distant Object Manipulation using Gaze Ray and Hand Interface
Korea Patent Pending (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

Oct 2024	**IEEE International Symposium for Mixed and Augmented Reality (ISMAR) 2024** Lightning Talk of the LocXR Workshop
	◆ Topic: The RayHand Navigation: A Virtual Navigation Method with Relative Position between Hand and Gaze-Ray
Jan 2024	**Korea Computer Congress (KCC) 2024** Oral Presentation at Top Conference Session
	◆ Topic: The RayHand Navigation: A Virtual Navigation Method with Relative Position between Hand and Gaze-Ray

TEACHING EXPERIENCES

Fall 2025	**TA, CIS3020 Computer Graphics**
	Chonnam National University
Fall 2024	**TA, CIS3003 Artificial Intelligence**
	Chonnam National University
Spring 2024	**TA, STT3019 Java Programming and Lab**
	Chonnam National University

SKILLS

| Programming | C, C++, C#, Python, Java, JavaScript |
| Development tools | **Unity (Proficient)** |