

Taejun Kim

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| CONTACT | <div>Ph.D. Candidate</div> <div>School of Computing, KAIST</div> <div>Email: taejun.kim@kaist.ac.kr</div> <div>URL: https://taejun20.github.io</div> <div>Kim Byung Ho IT Building (N1) #722</div> <div>KAIST, 291 Daehak-ro, Yuseong-gu</div> <div>Daejeon 34141, Republic of Korea</div> |
| RESEARCH INTERESTS | <div>My curiosity lies in discovering the maximum potential of using our eyes for computer input, which led me to research the opportunities and challenges of utilizing gaze for human-computer interaction. Aside from my primary interest, I also have a fascination with Haptics and text entry.</div> |
| PUBLICATIONS | <div>International Conference and Journal Papers</div> <div><div>1. QuadStretcher: A Forearm-Worn Skin Stretch Display for Bare-Hand Interaction in AR/VR</div><div>Taejun Kim, Younbo Aram Shim, YoungIn Kim, Sunbum Kim, Jaeyeon Lee, Geehyuk Lee</div><div>CHI 2024: ACM Conference on Human Factors in Computing Systems</div></div> <div><div>2. STAR: Smartphone-Analogous Typing in Augmented Reality</div><div>Taejun Kim, Amy Karlson, Aakar Gupta, Tovi Grossman, Jason Wu, Parastoo Abtahi, Christopher Collins, Michael Glueck, Hemant Bhaskar Surale</div><div>UIST 2023: ACM Symposium on User Interface Software and Technology</div></div> <div><div>3. WristMenu with Tactons: An Eyes- and Ears-free Menu with Tactons Describing Menu Items in the Wrist Rotation Space</div><div>Eunhye Youn, Taejun Kim, Geehyuk Lee</div><div>IJHCI 2022: International Journal of Human-Computer Interaction (Impact Factor: 3.353)</div></div> <div><div>4. Lattice Menu: A Low-Error Gaze-Based Marking Menu Utilizing Target-Assisted Gaze Gestures on a Lattice of Visual Anchors</div><div>Taejun Kim, Auejin Ham, Sunggeun Ahn, Geehyuk Lee</div><div>CHI 2022: ACM Conference on Human Factors in Computing Systems</div></div> <div><div>5. Heterogeneous Stroke: Using Unique Vibration Cues to Improve the Wrist-Worn Spatiotemporal Tactile Display</div><div>Taejun Kim, Youngbo Aram Shim, Geehyuk Lee</div><div>CHI 2021: ACM Conference on Human Factors in Computing Systems</div></div> <div>Extended Abstracts: Posters and Demos</div> <div><div>1. QuadStretch: A Forearm-wearable Multi-dimensional Skin Stretch Display for Immersive VR Haptic Feedback</div><div>Youngbo Aram Shim, Taejun Kim, Geehyuk Lee</div><div>CHI 2022 Interactivity: ACM Conference on Human Factors in Computing Systems</div></div> |
| PROFESSIONAL EXPERIENCE | <div>Meta Reality Labs, Toronto, Canada</div> <div>Ph.D. Research Intern</div> <div>JUN. 2022 – DEC. 2022</div> |
| AWARDS & HONOR | <div>CHI '22 Best Demo Award, ACM Conference on Human Factors in Computing Systems</div> <div>MAY. 2022</div> <div>Demonstrating “QuadStretch: A Forearm-wearable Multi-dimensional Skin Stretch Display for Immersive VR Haptic Feedback”</div> <div>Outstanding Master’s Thesis Award, KAIST School of Computing</div> <div>FEB. 2021</div> <div>Thesis Title: “Improving Recognition Accuracy of Wrist-Worn Spatiotemporal Tactile Display using Heterogeneous Vibrotactile Stimuli”</div> <div>Naver PhD Fellowship, Naver Corp.</div> <div>DEC. 2022</div> <div>Ph.D. Fellowship</div> |

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| | Inseo Precision Engineering Fellowship, KAIST. Ph.D. Fellowship | MAY. 2023 |
| | Kim Young Han Global Leader Fellowship, KAIST. Ph.D. Fellowship | JUL. 2023 |
| | 2024 Global Leadership Awards, President of KAIST. Ph.D. Award | FEB. 2024 |
| EDUCATION | Korea Advanced Institute of Science and Technology (KAIST) Ph.D. Candidate in Computer Science <i>Advisor:</i> Geehyuk Lee, Ph.D. | Daejeon, Korea SEP. 2020 – Present |
| | Korea Advanced Institute of Science and Technology (KAIST) M.S. in Computer Science <i>Thesis:</i> “Improving Recognition Accuracy of Wrist-Worn Spatiotemporal Tactile Display using Heterogeneous Vibrotactile Stimuli” <i>Advisor:</i> Geehyuk Lee, Ph.D. | Daejeon, Korea 2020 |
| | Korea Advanced Institute of Science and Technology (KAIST) B.S. in Computer Science | Daejeon, Korea 2018 |
| INVITED TALKS | Interface Control with Eye Movement High-Beams seminar series, University College London | MAR. 2023 |
| | Interface Control with Eye Movement Stanford HCI Lunch, Stanford University | NOV. 2022 |
| | Interface Control with Eye Movement DGP Lab, University of Toronto | NOV. 2022 |
| ACADEMIC SERVICE | Reviewer (12) CHI 2024* CHI LBW 2024 ETRA Short Papers 2023, 2024 WHC 2023* INTERACT 2023 (*Special recognition for outstanding reviews) | |
| TEACHING | Guest Lecturer Lecture on SPSS & R practice, CS584, KAIST | OCT. 2021 |
| | Teaching Assistant CS492 Wearable User Interface, KAIST CS584 Human-Computer Interaction, KAIST CS550 Software Engineering, KAIST CS300 Introduction to Algorithms, KAIST CS204 Discrete Mathematics, KAIST CS230 System Programming, KAIST CS101 Introduction to Programming, KAIST | Spring 2023 Fall 2021 Spring 2021 Fall 2020 Spring 2019 Spring 2018 Fall 2017 |