

Taejun Kim

CONTACT	Ph.D. Candidate School of Computing, KAIST <i>Email:</i> taejun.kim@kaist.ac.kr <i>URL:</i> https://taejun20.github.io	Kim Byung Ho IT Building (N1) #722 KAIST, 291 Daehak-ro, Yuseong-gu Daejeon 34141, Republic of Korea
RESEARCH INTERESTS	I'm interested in devising new AR/VR interactions utilizing eye gaze movement. The integration of sensing technology into modern wearable devices has opened new possibilities of eye gaze-based interaction. Object-attachable, non-wearable eye tracking products even extend the domain into IoT applications. My research interests include eye gaze-based interaction, AR/VR interfaces, and wearable haptic interfaces.	
PUBLICATIONS	International Conference Papers <ol style="list-style-type: none">1. Lattice Menu: A Low-Error Gaze-Based Marking Menu Utilizing Target-Assisted Gaze Gestures on a Lattice of Visual Anchors Taejun Kim, Auejin Ham, Sunggeun Ahn, Geehyuk Lee CHI 2022: ACM Conference on Human Factors in Computing Systems2. QuadStretch: A Forearm-wearable Multi-dimensional Skin Stretch Display for Immersive VR Haptic Feedback Youngbo Aram Shim, Taejun Kim, Geehyuk Lee CHI 2022 EA (Demonstration): ACM Conference on Human Factors in Computing Systems3. Heterogeneous Stroke: Using Unique Vibration Cues to Improve the Wrist-Worn Spatiotemporal Tactile Display Taejun Kim, Youngbo Aram Shim, Geehyuk Lee CHI 2021: ACM Conference on Human Factors in Computing Systems International Journal Papers <ol style="list-style-type: none">1. WristMenu with Tactons: An Eyes- and Ears-free Menu with Tactons Describing Menu Items in the Wrist Rotation Space Eunhye Youn, Taejun Kim, Geehyuk Lee IJHCI 2022: International Journal of Human-Computer Interaction (Impact Factor: 3.353)	
PROFESSIONAL EXPERIENCE	Meta Reality Labs, Toronto, Canada Ph.D. Research Intern	JUN. 2022 – DEC. 2022
	Bhaptics Frontend coder - Web interface development, service page renewal	DEC. 2015 – FEB. 2016
AWARDS	CHI '22 Best Demo Award , ACM Conference on Human Factors in Computing Systems Demonstrating “QuadStretch: A Forearm-wearable Multi-dimensional Skin Stretch Display for Immersive VR Haptic Feedback”	MAY. 2022
	Outstanding Master's Thesis Award , KAIST School of Computing Thesis Title: “Improving Recognition Accuracy of Wrist-Worn Spatiotemporal Tactile Display using Heterogeneous Vibrotactile Stimuli”	FAB. 2021
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	Daejeon, Korea 2020

Thesis: “Improving Recognition Accuracy of Wrist-Worn Spatiotemporal Tactile Display using Heterogeneous Vibrotactile Stimuli”

Advisor: Geehyuk Lee, Ph.D.

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 **Review**

WHC: IEEE World Haptics Conference

2023

INTERACT: IFIP International Conference on Human-Computer Interaction

ETRA: ACM Symposium on Eye Tracking Research & Application

TEACHING

Lecture on SPSS & R practice

in CS584 Human-Computer Interaction, School of Computing, KAIST

OCT. 2021

Teaching Assistant

CS492 Wearable User Interface, KAIST

Spring 2023

CS584 Human-Computer Interaction, KAIST

Fall 2021

CS550 Software Engineering, KAIST

Spring 2021

CS300 Introduction to Algorithms, KAIST

Fall 2020

CS204 Discrete Mathematics, KAIST

Spring 2019

CS230 System Programming, KAIST

Spring 2018

CS101 Introduction to Programming, KAIST

Fall 2017