

Taejun Kim

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RESEARCH INTERESTS	My research focuses on understanding human eye behaviors and improving user interactions related to gaze and vision. Aside from this primary interest, I've also researched broader topics like haptics and text entry.	
PROFESSIONAL EXPERIENCE	Meta Reality Labs, Toronto, Canada Ph.D. Research Intern <i>Managers:</i> Hemant Surale, Amy Karlson, and Aakar Gupta KAIST, Daejeon, Republic of Korea Research Associate / Alternative for military service (36 months) <i>Advisor:</i> Geehyuk Lee	JUN. 2022 – DEC. 2022 MAR. 2023 –
PUBLICATIONS	International Conference Papers <ol style="list-style-type: none">Palmrest+: Expanding Laptop Input Space with Shear Force on Palm-Resting Area Jisu Yim, Seoyeon Bae, Taejun Kim, Sunbum Kim, Geehyuk Lee UIST 2024: ACM Symposium on User Interface Software and Technology (acceptance ratio: 24.0%) https://doi.org/10.1145/3654777.3676371QuadStretcher: A Forearm-Worn Skin Stretch Display for Bare-Hand Interaction in AR/VR Taejun Kim, Youngbo Aram Shim, YoungIn Kim, Sunbum Kim, Jaeyeon Lee, Geehyuk Lee CHI 2024: ACM Conference on Human Factors in Computing Systems (acceptance ratio: 26.3%) https://doi.org/10.1145/3613904.3642067STAR: Smartphone-Analogous Typing in Augmented Reality Taejun Kim, Amy Karlson, Aakar Gupta, Tovi Grossman, Jason Wu, Parastoo Abtahi, Christopher Collins, Michael Glueck, Hemant Bhaskar Surale UIST 2023: ACM Symposium on User Interface Software and Technology (acceptance ratio: 25.1%) https://doi.org/10.1145/3586183.3606803Lattice 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 Systems (acceptance ratio: 12.5%) https://doi.org/10.1145/3491102.3501977Heterogeneous 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 (acceptance ratio: 26.3%) https://doi.org/10.1145/3411764.3445448 International Journal Papers <ol style="list-style-type: none">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) https://doi.org/10.1080/10447318.2022.2159780 Extended Abstracts: Posters and Demos	

	<p>1. QuadStretch: A Forearm-wearable Multi-dimensional Skin Stretch Display for Immersive VR Haptic Feedback Youngbo Aram Shim, Taejun Kim, Geehyuk Lee CHI 2022 Interactivity: ACM Conference on Human Factors in Computing Systems https://doi.org/10.1145/3491101.3519908</p>	
AWARDS & HONOR	<p>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”</p> <p>Outstanding Master’s Thesis Award, KAIST School of Computing Thesis Title: “Improving Recognition Accuracy of Wrist-Worn Spatiotemporal Tactile Display using Heterogeneous Vibrotactile Stimuli”</p> <p>Naver PhD Fellowship, Naver Corp. Ph.D. Fellowship</p> <p>Inseo Precision Engineering Fellowship, KAIST. Ph.D. Fellowship</p> <p>Kim Young Han Global Leader Fellowship, KAIST. Ph.D. Fellowship</p> <p>2024 Global Leadership Awards, President of KAIST. Ph.D. Award</p> <p>KIA Research Fellowship, Kia Motors Corp. Ph.D. Fellowship</p>	<p>MAY. 2022</p> <p>FEB. 2021</p> <p>DEC. 2022</p> <p>MAY. 2023</p> <p>JUL. 2023</p> <p>FEB. 2024</p> <p>MAR. 2024</p>
EDUCATION	<p>Korea Advanced Institute of Science and Technology (KAIST) Ph.D. Candidate in Computer Science <i>Advisor</i>: Geehyuk Lee, Ph.D.</p> <p>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.</p> <p>Korea Advanced Institute of Science and Technology (KAIST) B.S. in Computer Science</p>	<p>Daejeon, Korea SEP. 2020 – Present</p> <p>Daejeon, Korea 2020</p> <p>Daejeon, Korea 2018</p>
INVITED TALKS	<p>Haptics, Text Entry, and Gaze Interaction Introduction To Human-Computer Interaction, UNIST, <i>Host</i>: Jaeyeon Lee</p> <p>Haptics, Text Entry, and Gaze Interaction Interactive Wearable Computing Lab, KAIST, <i>Host</i>: Ian Oakley</p> <p>Interface Control with Eye Movement High-Beams seminar series, University College London, <i>Host</i>: Kaan Akşit</p> <p>Interface Control with Eye Movement Stanford HCI Lunch, Stanford University, <i>Host</i>: Sean Liu</p> <p>Interface Control with Eye Movement DGP Lab, University of Toronto, <i>Host</i>: Karthik Mahadevan</p>	<p>MAY. 2024</p> <p>MAY. 2024</p> <p>MAR. 2023</p> <p>NOV. 2022</p> <p>NOV. 2022</p>
ACADEMIC SERVICE	<p>Reviewer (25) CHI 2024*, 2025 UIST 2024* CHI LBW 2024*</p>	

MobileHCI 2024
ETRA Short Papers 2023, 2024
ISS 2024
SIGGRAPH Asia ET 2024
WHC 2023*
INTERACT 2023
(* Special recognition for outstanding reviews)

TEACHING

Guest Lecturer
Lecture on SPSS & R practice, CS584, KAIST

OCT. 2021