

Taejun Kim

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RESEARCH INTERESTS	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.	
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 & HONOR	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” Outstanding Master’s Thesis Award , KAIST School of Computing Thesis Title: “Improving Recognition Accuracy of Wrist-Worn Spatiotemporal Tactile Display using Heterogeneous Vibrotactile Stimuli” Naver PhD Fellowship , Naver Corp. Ph.D. Fellowship Award Inseo Precision Engineering Scholarship , KAIST. Ph.D. Scholarship	MAY. 2022 FEB. 2021 DEC. 2022 MAY. 2023

EDUCATION	Korea Advanced Institute of Science and Technology (KAIST)	Daejeon, Korea
	Ph.D. Candidate in Computer Science	SEP. 2020 – Present
	<i>Advisor:</i> Geehyuk Lee, Ph.D.	
	Korea Advanced Institute of Science and Technology (KAIST)	Daejeon, Korea
	M.S. in Computer Science	2020
	<i>Thesis:</i> “Improving Recognition Accuracy of Wrist-Worn Spatiotemporal Tactile Display using Heterogeneous Vibrotactile Stimuli”	
	<i>Advisor:</i> Geehyuk Lee, Ph.D.	
	Korea Advanced Institute of Science and Technology (KAIST)	Daejeon, Korea
	B.S. in Computer Science	2018
INVITED TALKS	Interface Control with Eye Movement	MAR. 2023
	High-Beams seminar series, University College London	
	Interface Control with Eye Movement	NOV. 2022
	Stanford HCI Lunch, Stanford University	
	Interface Control with Eye Movement	NOV. 2022
	DGP Lab, University of Toronto	
ACADEMIC SERVICE	Reviewer	
	WHC: IEEE World Haptics Conference	2023
	INTERACT: IFIP International Conference on Human-Computer Interaction	
	ETRA: ACM Symposium on Eye Tracking Research & Application	
TEACHING	Guest Lecturer	OCT. 2021
	Lecture on SPSS & R practice, CS584, KAIST	
	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