

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">STAR: 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 TechnologyLattice 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 SystemsQuadStretch: 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 SystemsHeterogeneous 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">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 Bhaptics Frontend coder - Web interface development, service page renewal	JUN. 2022 – DEC. 2022 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	MAY. 2022 FEB. 2021 DEC. 2022

	Inseo Precision Engineering Fellowship, KAIST. Ph.D. Fellowship	MAY. 2023
	Kim Young Han Global Leader Fellowship, KAIST. Ph.D. Fellowship	JUL. 2023
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 CHI: ACM Conference on Human Factors in Computing Systems WHC: IEEE World Haptics Conference INTERACT: IFIP International Conference on Human-Computer Interaction ETRA Short Papers: ACM Symposium on Eye Tracking Research & Application	2024 2023
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