DAWON LEE

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WORK EXPERIENCE

Korea Advanced Institute of Science and Technology Sep. 2024 – Present
Postdoctoral Researcher *Daejeon, South Korea*

Google News Lab Fellowship Dec. 2016 – Feb. 2017
Fellow *Seoul, South Korea*

EDUCATION

Korea Advanced Institute of Science and Technology Aug. 2024
Ph.D. in Graduate School of Culture Technology *Daejeon, South Korea*
Advisor: Prof. Junyong Noh

Korea Advanced Institute of Science and Technology Aug. 2019
M.S. in Graduate School of Culture Technology *Daejeon, South Korea*
Advisor: Prof. Junyong Noh

Lillehammer University Fall 2015
Exchange Student *Lillehammer, Norway*

Pusan National University Aug. 2017
Bachelor of Design&Technology *Busan, South Korea*

RESEARCH INTERESTS

Human-Computer Interaction (HCI), Computer Graphics (CG), Multimedia
Keywords: Content Technology, Computational Interaction, Video Editing, Understanding User, Image Processing

PUBLICATIONS

Generating Highlight Videos of a User-Specified Length using Most Replayed Data
Minsun Kim, **Dawon Lee***, Junyong Noh* *(*Co-corresponding author)*
CHI 2025
Project Page: https://w-dlee.github.io/highlights

OptiSub: Optimizing Video Subtitle Presentation for Varied Display and Font Sizes via Speech Pause-Driven Chunking
Dawon Lee, Jongwoo Choi, Junyong Noh
CHI 2025
Project Page: https://w-dlee.github.io/optisub

User Performance in Consecutive Temporal Pointing: An Exploratory Study
Dawon Lee, Sunjun Kim, Junyong Noh, Byungjoo Lee
CHI 2024
Project Page: https://w-dlee.github.io/ctp

PopStage: The Generation of Stage Cross-Editing Video Based on Spatio-Temporal Matching
Dawon Lee, Jung Eun Yoo, Kyungmin Cho, Bumki Kim, Gyeonghun Im, Junyong Noh
Transactions on Graphics (TOG), presented at SIGGRAPH Asia 2022
Project Page: https://w-dlee.github.io/popstage

Virtual Camera Layout Generation using A Reference Video
Jung Eun Yoo, Kwanggyoon Seo, Sanghun Park, Jaedong Kim, **Dawon Lee**, Junyong Noh
CHI 2021
Project Page: https://vml.kaist.ac.kr/main/international/individual/173

Cinematography Generation using a Reference Video
Kwanggyoon Seo, Sanghun Park, Jung Eun Yoo, Jaedong Kim, **Dawon Lee**, Junyong Noh
Pacific Graphics 2019 Poster

PATENTS

* Patent Registration (US)
Method and Apparatus for Framing Three Dimensional Target Object for Virtual Camera Layout

* Patent Application (US)
Apparatus for Generating Cross-Edited Video and Method of Operating the Apparatus

* Patent Registration (KR)
Method and Apparatus for Reproducing Camera Work

Method and Apparatus for Image Processing Based on Artificial Neural Network

Method and Apparatus for 3D Target Object Framing to Generate Virtual Camera Layout

* Patent Application (KR)
Method and Apparatus for Providing Subtitles for a Video

Method and Apparatus for Generating Highlight Video

Apparatus for Generating Cross-Edited Video and Method of Operating the Apparatus

FUNDED PROJECTS

* Project Leader
Optimized Short-Form Video Generation Based on User-Specified Length and Subtitle Font Size (2024 − 2026)
Funding: National Research Foundation of Korea (NRF)

* Research Assistant
Development of Self-Evolving AI Creation Platform (2020 − 2022)
Funding: Korea Creative Content Agency (KOCCA)

Optimization of Real-Time Video Game Mechanics: Perspectives on Player Immersion and Agency (2020 − 2021)
Funding: National Research Foundation of Korea (NRF)

Development of Senior Game Play Support Technology and Game Service Model (2019 − 2021)
Funding: Korea Creative Content Agency (KOCCA)

Development of Camera Work Tracking Technology for Animation Production using Artificial Intelligence (2018 − 2019)
Funding: Korea Creative Content Agency (KOCCA)

TECHNOLOGY TRANSFER

AI-based Reference Video Camera Work Learning and Animation Camera Directing System

AWARD

Honorable Mention of Young Researcher Award   Jul. 10, 2025
Korea Computer Garphics Society (KCGS)

INVITED TALKS

Soongsil University   Dec. 2, 2025
Guest Lecture in an HCI Course (hosted by Prof. Jungjin Lee)

NAVER   **Feb. 12, 2025**
Tech Talk (hosted by Dr. Young-Ho Kim, NAVER AI Lab)

Pusan National University   **Nov. 19, 2024**
Special Lecture on Software Convergence (hosted by Prof. Chulki Kim)

Korea Computer Graphics Society (KCGS)   **Jul. 10, 2024**
Outstanding International Conference Paper Presentation

KBS AX (AI Transformation) Day   **Dec. 8, 2023**
https://www.yna.co.kr/view/AKR20231206143700005

KBS Media Technology Research Institute   **Nov. 30, 2023**

TEACHING EXPERIENCE

* Teaching Assistant

GCT742 Topics in Game: Innovative Game Design Project   **Fall 2021**

GCT547 Dynamics of Human-Computer Interaction   **Fall 2019**

MENTORSHIP

Minsun Kim (KAIST GSCT, M.S.)   **May 2024 – Present**

Supervised a research project on video editing
→ *Under revision*

Supervised research on "Generating Highlight Videos of a User-Specified Length using Most Replayed Data"
→ *Published in CHI 2025 (Corresponding author)*