

# YoungIn Kim (김영인)

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**Research Area:** HCI, AR/VR, Haptics, Input Devices, Cognitive Science

## PUBLICATIONS

**ConCon: A Wrist-Worn Clutch-Coupled Force-Feedback Device for VR Controller**

(Y. Kim, G. Lee) - **CHI'26 (Accepted)**

**StringTouch: A Non-occlusive 3DoF Haptic Interface Using String Structures for Modulating Finger Sensations**

(Y. Kim, J. Yim, Y. Yun, D. Ko, G. Lee) - **UIST'25**

**Tension&Gaze: Gaze-Responsive UI Gated by Finger Tension**

(T. Kim, L. Sidenmark, P. Abtahi, J. Yim, **Y. Kim**, G. Lee) - **UIST'25 Adjunct**

**Over the Mouse: Navigating across the GUI with Finger-Lifting Operation Mouse**

(Y. Kim, Y. Yun, T. Kim, G. Lee) - **CHI'25**

**Effects of Waveform, Time Delay, and Vibration Axis on the Perception of Vibrotactile Compliance Illusions on Smartphone Touchscreens**

(J. Han, **Y. Kim**, J. Jung, K. Park, G. Lee) - **IJHCI**

**QuadStretcher: A Forearm-Worn Skin Stretch Display for Bare-Hand Interaction in AR/VR**

(T. Kim, YA. Sim, **Y. Kim**, S. Kim, J. Lee, G. Lee) - **CHI'24**

**Pressure-Based Menu Selection on a Spherical Tangible Device**

(S. Kim, **Y. Kim**, G. Lee) - **CHI'24 EA**

**GaitWay: Gait Data-Based VR Locomotion Prediction System Robust to Visual Distraction**

(**Y. Kim**, S. Hwang, S. Kim) - **CHI'24 EA**

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**Electrical, Vibrational, and Cooling Stimuli-Based Redirected Walking:  
Comparison of Various Vestibular Stimulation-Based Redirected Walking  
Systems**

(S. Hwang, J. Lee, Y. Kim, Y. Seo, S. Kim) - **CHI'23**

**Enhancing Seamless Walking in Virtual Reality: The Application of Bone  
Conduction Vibration in Redirected Walking**

(S. Hwang, Y. Kim, Y. Seo, S. Kim) - **ISMAR 2023 (Honorable Mention)**

**REVES: Redirection Enhancement Using Four-Pole Vestibular Electrode  
Stimulation**

(S. Hwang, J. Lee, Y. Kim, S. Kim) - **CHI'22 EA**

## **EXPERIENCES**

**Human-Centered Intelligent Systems Lab. (GIST)- Intern**

**2021. 7 - 2023.12**

- Participate in Car XR Projects (RAPA), developing SR and VR Contents (Unity, Meta quest)

**HCI Lab. (KAIST)- Intern**

**2023. 6 - 2023.8**

**Teaching Assistant (GIST)**

**2022. Spring** - Object Oriented Programming (GS2206)

**2022. Fall** - Computer Programming (GS1401)

**2023. Spring** - Object Oriented Programming (GS2206)

**2023. Fall** - System Programming (EC3215)

**Teaching Assistant (KAIST)**

**2024. Spring** - System Programming (CS300)

**2025. Fall** - Human Computer Interaction (CS584) - Best TA of the semester

## **EDUCATION**

**Korea Advanced Institute of Science and Technology (KAIST),  
Republic of Korea - Advisor: Geehyuk Lee**

**M.S. (2026)**

- Major in School of Computing (SoC, KAIST)

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## **Gwangju Institute of Science and Technology (GIST), Republic of Korea**

### **B.S. (2024)**

- Major in Electrical Engineering and Computer Science (EECS)

## **University of California Berkeley, United States of America**

Summer Session 2022

### **Coursera Certificates**

#### **Extended Reality for Everybody**

- Developing AR/VR/MR/XR Apps with WebXR, Unity & Unreal
- User Experience & Interaction Design for AR/VR/MR/XR

## **AWARDS & SCHOLARSHIP**

**2020.12 ~ 2021.12** - GIST Scholarship for Academic Excellence

**2022.3 ~ 2023.12** - National Science & Technology Scholarship

**2022 Summer** - GIST Scholarship for Summer Session (UC Berkeley)

**2025 Fall** - KAIST Outstanding Master Thesis Award

## **TECHNICAL STRENGTH**

### **Programming Experience**

Unity (C#) / C / C++ / Python / SQL / Java

### **Extra Tools**

Photoshop / Final Cut / Fusion 360 / JASP / SPSS / Optitrack Motive / Autodesk  
EAGLE / Solidworks / Arduino IDE /