
YoungIn Kim (김영인)

Ph.D. student at KAIST HCI Lab (Prof. Geehyuk Lee), S.Korea, Daejeon
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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

***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)

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 /