

Jinwook Kim

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TECHNICAL SKILLS

Programming | Python, Java, C#, Android, Unity, HTML, PyTorch, Arduino, Raspberry Pi, AI Agent Design
Research Skills | 3D XR Interaction Design, Prototyping (Unity, Mobile Apps, IoT, Arduino, Robotics), Experiment Design (Mixed method user research), Data Analysis (Sensor data, SPSS)
Research Area | Multimodal XR Interaction (Gaze, Hand, EEG), Human Behaviour and Cognition

WORK EXPERIENCE

Postdoctoral Fellow **Sep. 2025 – Present**
HCI Tech Lab, KAIST (Advisor: Prof.Sang Ho Yoon) Daejeon, Korea

- Leading research to expand the functionality of multimodal XR interactions and developing an AI integrated framework to optimize their practical applications.

Visiting Researcher **Apr. 2024 – Jul. 2024**
XI Research Group, Aarhus University (Advisor: Prof.Ken Pfeuffer) Aarhus, Denmark

- Conducted research to enhance the usability, performance, and productivity of Gaze+Pinch based interactions in XR.

Research Assistant **Jan. 2020 – Dec. 2021**
ibs Center for Cognition & Sociality (Advisor: Dr.Yee Joon Kim) Daejeon, Korea

- Conducted comprehensive VR experiments using dry electrodes and performed behavioural and EEG data analysis including ERP and MVPA to investigate the effects of multisensoryvection on motion sickness.

PROJECTS

PinchCatcher | ACM CHI 26 | *Developed a novel XR interaction technique utilizing gaze and a semi-pinch quasi-mode for efficient serial type of multi-selection validated through empirical studies.*

Viewer2Explorer | ACM CHI 25 | *Designed an interactive map interface for linear 360-degree museum exhibition videos to facilitate spatial navigation and transition users from passive viewing to active exploration.*

Multisensory Attentional Cue in XR | IEEE TVCG | *Designed an experiment to evaluate multisensory attentional cues in VR demonstrating that visuotactile cues improved visual search efficiency by up to 17.5% compared to unisensory alternatives under high cognitive load conditions.*

Seung-ee & Kkaebi | CHI Play 22 (SGDC) | *Developed a cross-platform VR-mobile game leveraging co-presence mechanisms to deliver a balanced and immersive asymmetric multiplayer experience.*

Honors & Awards

2025 – KAIST Jang Young Sil Fellow Program (*Postdoctoral Researcher Track (\$35K)*)

2024 – KAIST Young-Han Kim Global Leader Scholarship (\$2.8K)

2024 – Best Paper Award, IEEE VR 24

2022 – Audience Choice Award, ACM CHI Play 22 Student Game Design Competition

2021 – NCSOFT Ph.D. Scholarship (\$7K)

Publications

14+ accepted conference and journal papers at top-tier HCI and XR venues: ACM CHI, IEEE TVCG, VR, ISMAR

EDUCATION

Korea Advanced Institute of Science and Technology (KAIST) Daejeon, Korea
Ph.D. in Graduate School of Culture Technology Mar.2021 – Aug.2025

Korea Advanced Institute of Science and Technology (KAIST) Daejeon, Korea
M.S. in Graduate School of Culture Technology Mar.2019 – Feb.2021

Chungnam National University Daejeon, Korea
B.S. in Computer Science & Engineering Mar.2014 – Feb.2018