

Juyoung Lee

CONTACT

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RESEARCH INTERESTS

Subtle interaction, multi-modal interaction, context-aware, physical computing, Augmented Reality

WORK EXPERIENCE

Researcher

Sep 2017 — Present

KAIST CTRI / KI-ITC Augmented Reality Research Center

EDUCATION

M.S. in Graduate School of Culture Technology

Sep 2014 — Aug 2017

Korea Advanced Institute of Science and Technology

B.S. in Electrical & Electronic Engineering

Mar 2010 — Aug 2014

Yonsei University

PUBLICATIONS

Lee, J., Yeo, H. S., Dhuliawala, M., Akano, J., Shimizu, J., Starner, T., ... & Kunze, K. (2017, September). Itchy nose: discreet gesture interaction using EOG sensors in smart eyewear. In *Proceedings of the 2017 ACM International Symposium on Wearable Computers*(pp. 94-97). ACM.

Yeo, H. S., Lee, J., Bianchi, A., Harris-Birtill, D., & Quigley, A. J. (2017, September). SpeCam: sensing surface color and material with the front-facing camera of mobile device. In *Proceedings of the 19th International Conference on Human-Computer Interaction with Mobile Devices and Services*. ACM.

Dhuliawala, M., Lee, J., Shimizu, J., Bulling, A., Kunze, K., Starner, T., & Woo, W. (2016, October). Smooth eye movement interaction using EOG glasses. In *Proceedings of the 18th ACM International Conference on Multimodal Interaction* (pp. 307-311). ACM.

Yeo, H. S., Lee, J., Bianchi, A., & Quigley, A. (2016, October). Sidetap & Slingshot Gestures on Unmodified Smartwatches. In *Proceedings of the 29th Annual Symposium on User Interface Software and Technology* (pp. 189-190). ACM.

Shimizu, J., Lee, J., Dhuliawala, M., Bulling, A., Starner, T., Woo, W., & Kunze, K. (2016, September). Solar system: smooth pursuit interactions using EOG glasses. In *Proceedings of the 2016 ACM International Joint Conference on Pervasive and Ubiquitous Computing: Adjunct* (pp. 369-372). ACM.

Oh, J. Y., Lee, J. Y., Lee, Y. J., & Wohn, K. Y. "Vernacular Sound": System for Soundscaping of Everyday Objects.

In *Proceedings of 22nd International Symposium on Electronic Art, 2016*

Lee, S., Lee, J., Suh, K., & Doh, Y. Y. (2016). A Mobile Game Design Study Using Gamification and Symbolization Strategies to Promote Daily Physical Activity. *Proceedings of HCI Korea*, 170-177.

EXPERIENCE

Workshop

AUI 2016: 1 st Asian Workshop on User Interface, University of Tokyo, Oct 2016
Cultural DNA Workshop, KAIST, Nov 2015
Hands-on for Earphone/Headphone designers and evaluators, NSSC, Feb 2014
Creative Invention Workshop, Korea University Invention Contest, Jul 2012

Project

Usability Study on Optical Trackpad input device, CrucialTec, July - Dec 2016
Developing supporting framework for manufacturing to services, KEIT, Aug 2015 - Nov 2016
Convergence and Guidelines creation program for the collaboration between the different majors Students as *PI*, KOFAC, May - Dec 2012
Idea proposal project, Korea Hitek as *PI*, April - Jul 2012

Visiting Research

Graduate School of Media Design, Keio University, Jan - Feb 2016

QUALIFICATIONS

Honorable Mention Award - MobileHCI 2017: 19th International Conference on Human-Computer Interaction with Mobile Devices and Services, 2017
Best Poster Awards - UIST 2016 : 29th ACM User Interface Software and Technology Symposium, 2016
Honorable Mention Award - MobileHCI 2016: 18th International Conference on Human-Computer Interaction with Mobile Devices and Services, 2016
Silver Prize - Korea Eyewear Design Competition, Korea Optical Industry Agency, 2015
Bronze Prize - Young CEO Excavation Competition, Yonsei University, 2013

RELATED SKILLS

Familiar Computer languages: Python, Java, Android, MATLAB, C, Processing, Jess

LANGUAGE SKILLS

Korean(native), English(Speak fluently and read/write with high proficiency), French(Just can read or listen)

REFERENCES

References available upon request.