

Seungwon Do

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EDUCATION

Korea Advanced Institute of Science and Technology (KAIST) <i>M.S. in Graduate School of Culture Technology</i>	Aug. 2018 – Aug. 2020 <i>Daejeon, Korea</i>
Pohang University of Science and Technology (POSTECH) <i>B.S. in Dept. of Electrical Engineering</i>	Mar. 2013 – Aug. 2018 <i>Pohang, Korea</i>
Seoul National University <i>Exchange Student in Dept. of Computer Science and Engineering</i>	Mar. – Dec. 2016 <i>Seoul, Korea</i>

WORK EXPERIENCE

Electronics and Telecommunications Research Institute (ETRI) <i>Researcher at the Defense and Safety ICT Research Department</i>	Sep. 2020 – Present <i>Daejeon, Korea</i>
Korea Advanced Institute of Science and Technology (KAIST) <i>Researcher at the Ubiquitous Virtual Reality Lab</i>	Mar – Jun. 2018 <i>Daejeon, Korea</i>
LG CNS <i>Intern at the Digital Marketing Team</i>	Jun. – Jul. 2017 <i>Seoul, Korea</i>

PUBLICATIONS

- Sungjoon Park, Jihyung Moon, Sungdong Kim, Won Ik Cho, Jiyeon Han, Jangwon Park, Chisung Song, Junseong Kim, Yongsook Song, Taehwan Oh, Joohong Lee, Juhyun Oh, Sungwon Lyu, Younghoon Jeong, Inkwon Lee, Sangwoo Seo, Dongjun Lee, Hyunwoo Kim, Myeonghwa Lee, Seongbo Jang, **Seungwon Do**, Sunkyoung Kim, Kyungtae Lim, Jongwon Lee, Kyumin Park, Jamin Shin, Seonghyun Kim, Lucy Park, Alice Oh, Jungwoo Ha, and Kyunghyun Cho. “KLUE: Korean Language Understanding Evaluation” arXiv preprint, 2021.
- **Seungwon Do**, Minsuk Chang, and Byungjoo Lee. “A Simulation Model of Intermittently Controlled Point-and-Click Behaviour” In proceedings of the 2021 CHI Conference on Human Factors in Computing Systems (CHI’ 21). ACM, 2021.
- **Seungwon Do** and Byungjoo Lee. “Improving Reliability of Virtual Collision Responses: A Cue Integration Technique” In proceedings of the 2020 CHI Conference on Human Factors in Computing Systems (CHI’ 20). ACM, 2020.

HONORS AND AWARDS

ACM CHI 2021 Honorable Mention Award	May. 2021
KAIST Alumni Association Scholarship	Jan. 2020
SAMSUNG Oh-Heon Kwon Scholarship	Mar. 2015 – Dec. 2016

PATENT

Guitar Learning System Using Augmented Reality	May. 2021
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ADDITIONAL EXPERIENCE

ACM International Conferences on Interactive Surfaces and Spaces (ISS’ 19) <i>Demo in HCI KAIST Open Lab</i>	Oct. 2019 <i>Daejeon, Korea</i>
Columbia University and Stony Brook University <i>Participant in Summer School on Computational Interaction</i>	Jul. – Aug. 2019 <i>New York, USA</i>

TECHNICAL SKILLS

Programming: C, C++, C#, Java, and Python
Application Development Including VR and AR: Unity
Data Analysis and Visualization: Matlab and R
Handling Motion Capture Data: Optitrack