

# Jae-Yeop Jeong

📍 South Korea ✉ jaey.jeong@seoultech.ac.kr 📞 +82 010-3337-2736 🔗 yeopee2.github.io 📄 Jae-Yeop Jeong

My research in Human-computer interaction (HCI) focuses on theoretical and empirical modeling for understanding human motor behaviors in graphical user interfaces.

## Education

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| <p><b>Ph.D. Seoul National University of Science and Technology</b>, Data Science</p> <ul style="list-style-type: none"> <li>• <b>Advisor:</b> Jin-Woo Jeong</li> <li>• <b>Research area:</b> Human-Computer Interaction</li> <li>• <b>Dissertation:</b> Modeling User Performance under Spatiotemporal Constraints</li> </ul> | <p>Sep 2021 – Aug 2026<br/>(Expected)</p> |
| <p><b>BS Kumoh National Institute of Technology</b>, Computer Science</p> <ul style="list-style-type: none"> <li>• <b>Research area:</b> Computer vision and Virtual Reality</li> </ul>  | <p>Mar 2015 – Feb 2021</p>                |

## Experience

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| <p><b>Simon Fraser University</b>, Visiting Ph.D. Student</p> <ul style="list-style-type: none"> <li>• <b>Advisor:</b> Wolfgang Stuerzlinger</li> <li>• Modeling Throwing Selection in Virtual Reality (ISMAR 2026 Submission Complete)</li> <li>• Modeling Lasso Behavior in Complex Interfaces</li> </ul>  | <p>Vancouver, Canada<br/>Apr 2026 – Aug 2026<br/>(Expected)</p> |
| <p><b>Gumi Electronics and Information Technology Research Institute</b>, VR/AR Content Research and Development</p> <ul style="list-style-type: none"> <li>• Student (Jan-Aug) and appointed researcher</li> <li>• Participation in the National Research Project “Development of Low Latency VR-AR Streaming Technology based on 5G edge cloud” (Total funding: KRW 1.733 billion (≈1.26 million USD)) during appointed researcher</li> <li>• Developed high-speed user tracking and data alignment visualization technology based on 5G edge-cloud architecture.</li> <li>• Conducted research and development of virtual and augmented reality content utilizing Unity (HTC VIVE and HoloLens 2).</li> </ul> | <p>Gumi, South Korea<br/>Jan 2020 – Jan 2021</p>                |

## Funded Projects

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| <p><b>Research Grant for Ph.D. Students</b></p> <ul style="list-style-type: none"> <li>• National Research Foundation of Korea</li> <li>• Proposal Title: Pointing Behavior Simulation Model in High Cognitive Load Environments via Computational Rationality: A Case Study Involving Moving Distractors</li> </ul> | <p>Sep 2025 - Aug 2026</p> |
| <p><b>Graduate Student International Joint Research Project</b></p> <ul style="list-style-type: none"> <li>• Seoul National University of Science and Technology</li> <li>• Proposal Title: Performance Evaluation of Parametric Virtual Input Device in eXtended Reality</li> </ul>                                 | <p>Jun-Sep 2024</p>        |
| <p><b>Program for Young Innovative Teams</b></p> <ul style="list-style-type: none"> <li>• Seoul National University of Science and Technology</li> <li>• Proposal Title: EmoFlow: Video Call-based User Emotion Flow Summary System</li> </ul>   | <p>Jun-Aug 2023</p>        |
| <p><b>Real Challenge Program for Technology Startups</b></p> <ul style="list-style-type: none"> <li>• Korea Institute of Human Resources Development in Science and Technology</li> <li>• Proposal Title: Knock Knock</li> </ul>   | <p>Jun-Sep 2022</p>        |

## Selected Publications

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I have been writing papers targeting high-level (i.e., Q1) HCI-related journals and top-tier conferences. For viewing all publications, please refer to my personal website.

### [Effect of Onset Position of Ray Casting in Virtual Reality](#)

*Jae-Yeop Jeong*, Sumin Hong, and Jin-Woo Jeong

IJHCI 2026  
Q1, **Top 14%**

### [Steering through a Dynamically Varying Path \(to appear\)](#)

*Jae-Yeop Jeong* and Jin-Woo Jeong

CHI 2026

### [Understanding User Behavior in Window Selection using Dragging for Multiple Targets](#)

*Jae-Yeop Jeong* and Jin-Woo Jeong

CHI 2025  
**Honorable Mention Award**

### [“Through the Looking Glass, and What We Found There”: A Comprehensive Study of User Experiences with Pass-Through Devices in Everyday Activities](#)

DaeWook Kim, Yewon Min, *Jae-Yeop Jeong*, Sehee Han, JiYeon Hwang, and Jin-Woo Jeong

CHI 2025

### [A picture is worth a thousand words? Investigating the Impact of Image Aids in AR on Memory Recall for Everyday Tasks](#)

Elizaveta Lukianova, *Jae-Yeop Jeong* and Jin-Woo Jeong

IUI 2025  
**Best Paper Award**

### [EchoTap: Non-Verbal Sound Interaction with Knock and Tap Gestures](#)

*Jae-Yeop Jeong*, Daun Kim, and Jin-Woo Jeong

IJHCI 2025  
Q1, **Top 14%**

### [Enhancing learner experience with instructor cues in video lectures: A comprehensive exploration and design discovery toward a novel gaze visualization](#)

*Jae-Yeop Jeong*, Jiyeon Oh, and Jin-Woo Jeong

EAIT 2024  
Q1, **Top 2.8%**

## Awards, Grants, and Honors

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**Research Grant for Ph.D. Students 2025:** NRF 2025; Proposal Title: Pointing Behavior Simulation Model in High Cognitive Load Environments via Computational Rationality: A Case Study Involving Moving Distractors

**Best Paper:** CHI 2025, IUI 2025

**Outstanding Technology Award in Real-Challenge competition:** KIRD 2022; Product Title: Knock Knock

**3rd place in “Learning from Synthesis Data” Challenge:** ECCV 2022; Competition Title: 4th Workshop and Competition on Affective Behavior Analysis in-the-wild

**Runner up in Expression Classification Challenge:** CVPR 2022; Competition Title: 3rd Workshop and Competition on Affective Behavior Analysis in-the-wild

## Academic Services

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**Reviewer:** ISS 26, CHI 26, IEEE VR 26, SUI 25, CHI LBW 25, ICMI LBR 24-25, and CHI Play WIP 25

**Student volunteers:** CHI 26, CHI 25, and ISMAR 25