

## Education

<b>KAIST, School of Computing</b> Ph.D. Candidate Human-Computer Interaction Lab Adviser: Geehyuk Lee	Mar 2017 - Present
<b>KAIST, School of Computing</b> M.S. Computer Science Human-Computer Interaction Lab Adviser: Geehyuk Lee	Mar 2015 - Feb 2017
<b>KAIST</b> B.S. Mechanical Engineering B.S. Computer Science	Feb 2009 - Feb 2015

## Publications

### Conferences

**Keunwoo Park**, Sunbum Kim, Youngwoo Yoon, Tae-Kyun Kim, and Geehyuk Lee. "DeepFisheye: Near-Surface Multi-Finger Tracking Technology Using Fisheye Camera." *Proceedings of the 33rd Annual ACM Symposium on User Interface Software and Technology*. 2020.

Daehwa Kim, **Keunwoo Park**, and Geehyuk Lee. "OddEyeCam: A Sensing Technique for Body-Centric Peephole Interaction using WFoV RGB and N FoV Depth Cameras." *Proceedings of the 33rd Annual ACM Symposium on User Interface Software and Technology*. 2020.

Youngbo Aram Shim, **Keunwoo Park**, Sangyoon Lee, Jeongmin Son, Taeyun Woo, and Geehyuk Lee. "FS-Pad: Video Game Interactions with a Force Feedback Gamepad." *Proceedings of the 33rd Annual ACM Symposium on User Interface Software and Technology*. 2020.

**Keunwoo Park**, Daehwa Kim, Seongkook Heo, and Geehyuk Lee. "MagTouch: Robust Finger Identification for a Smartwatch Using a Magnet Ring and a Built-in Magnetometer." *Proceedings of the 2020 CHI Conference on Human Factors in Computing Systems*. ACM, 2020.

Youngbo Aram Shim, **Keunwoo Park**, and Geehyuk Lee. "Using Poke Stimuli to Improve a 3x3 Watch-back Tactile Display." *Proceedings of the 21st International Conference on*

*Human-Computer Interaction with Mobile Devices and Services*. ACM, 2019.  
**(Honorable Mention Award)**

Jaehyun Han, Sunggeun Ahn, **Keunwoo Park**, and Geehyuk Lee. "Designing Touch Gestures Using the Space around the Smartwatch as Continuous Input Space." *Proceedings of the 2017 ACM International Conference on Interactive Surfaces and Spaces*. ACM, 2017.

## Journals

Sunggeun Ahn, Jaeyeon Lee, **Keunwoo Park**, and Geehyuk Lee. "Evaluation of edge-based interaction on a square smartwatch." *International Journal of Human-Computer Studies* 109 (2018): 68-78.

## Posters

**Keunwoo Park**, and Geehyuk Lee. "FingMag: Finger Identification Method for Smartwatch." *Extended Abstracts of the 2019 CHI Conference on Human Factors in Computing Systems*. ACM, 2019.

Insu Kim, **Keunwoo Park**, Youngwoo Yoon, and Geehyuk Lee. "Touch180: Finger Identification on Mobile Touchscreen using Fisheye Camera and Convolutional Neural Network." *The 31st Annual ACM Symposium on User Interface Software and Technology Adjunct Proceedings*. ACM, 2018.

## Awards

ACM UIST 2017 Student Innovation Contest. People's Choice

## Academic Services

**Student Volunteer**

UIST 2016

**Paper Reviewer**

CHI 2021

UIST 2020

Augmented Human 2020

## Teaching Experience

**Teaching Assistant**, KAIST  
Introduction to Human-Computer Interaction  
**(Outstanding TA Award)**

Spring 2019

**Teaching Assistant**, KAIST  
Introduction to Human-Computer Interaction

Spring 2018

## Employment Experience

**IUMSOCIOUS**  
Online dating startup  
Full-stack Web Developer

July 2012 - Dec 2012