
CONTACT INFORMATION	800 W. Campbell Rd., EC31 Richardson, TX, 75080	972-883-4139 jin.kim@utdallas.edu www.jessekim.com
RESEARCH INTERESTS	Haptics, Human-Computer Interaction, Virtual Reality	
EDUCATION	Purdue University Ph.D. in Electrical and Computer Engineering <ul style="list-style-type: none"> • Thesis: <i>Touch Typing Performance with Sensory Feedback on a Flat Keyboard</i> • Advisor: Prof. Hong Z. Tan, Ph.D. Purdue University M.S. in Computer Science	West Lafayette, IN, USA August 2014 West Lafayette, IN, USA December 2010
	Hanyang University M.S. in Electrical and Computer Engineering <ul style="list-style-type: none"> • Thesis: <i>Adaptive QoS Framework for Multi-view 3D Streaming in Mixed Reality Environment</i> • Advisor: Prof. Youjip Won, Ph.D. Hanyang University B.S., Electrical and Computer Engineering	Seoul, Korea February, 2004 Seoul, Korea February 2001
PROFESSIONAL EXPERIENCES	The University of Texas at Dallas Assistant Professor <ul style="list-style-type: none"> • Faculty Member in the Department of Computer Science Alibaba Group Staff Researcher <ul style="list-style-type: none"> • Senior Member of Research Staff at Natural Human-Computer Interaction Laboratory Electronics and Telecommunications Research Institute (ETRI) Senior Researcher <ul style="list-style-type: none"> • Senior Member of Research Staff at Next Generation Visual Computing Laboratory Purdue University Research Assistant <ul style="list-style-type: none"> • Graduate Research Assistant at Haptic Interface Research Laboratory Microsoft Research Asia Research Intern <ul style="list-style-type: none"> • Graduate Research Intern at HCI Group Samsung Advanced Institute of Technology Research Intern <ul style="list-style-type: none"> • Graduate Research Intern at i-Networking Laboratory Samsung Electronics Software Intern <ul style="list-style-type: none"> • Member of Software Laboratory NHK Science and Technology Research Laboratories Research Intern <ul style="list-style-type: none"> • Graduate Research Intern at Advanced Audio and Video Coding Laboratory 	Richardson, TX, USA August 2020 - present Sunnyvale, CA, USA July 2018 - August 2020 Daejeon, Korea March 2004 - August 2008 and August 2014 - July 2018 West Lafayette, IN, USA January 2011 - August 2014 Beijing, P.R. China September 2011 - May 2012 Yongin, Korea January 2004 - February 2004 Seoul, Korea June 2002 - December 2003 Tokyo, Japan January 2003 - February 2003

- J8. Tae-Heon Yang, **Jin Ryong Kim**, Hanbit Jin, Hyunjae Gil, Jeong-Hoi Koo, and Hye Jin Kim, "Recent Advances and Opportunities of Active Materials for Haptic Technologies in Virtual and Augmented Reality," *Advanced Functional Materials*, 2008831, Wiley, 2021.
- J7. Tae-Heon Yang, Hyungki Son, Sangkyu Beyon, Hyunjae Gil, Inwook Hwang, Gwanghyun Jo, Seungmoon Choi, Sang-Youn Kim, and **Jin Ryong Kim**, "Magnetorheological Fluid Haptic Shoes for Walking in VR," *IEEE Transactions on Haptics*, Volume 14, Issue 1, pg. 83-94, IEEE, 2021.
- J6. Yong Hae Heo, Sangkyu Byeon, Tae-Hoon Kim, In-Ho Yun, **Jin Ryong Kim**, and Sang-Youn Kim, "Investigation of a Haptic Actuator Made with Magneto-Rheological Fluids for Haptic Shoes Applications," *Actuators 2021*, Vol. 10, No. 5, MDPI.
- J5. Reza Haghighi Osgouei, **Jin Ryong Kim**, and Seungmoon Choi, "Data-driven Texture Modeling and Rendering on Electrovibration Display," *IEEE Transactions on Haptics*, DOI: 10.1109/TOH.2019.2932990, August 2019, pp(99):1-1, IEEE, 2019.
- J4. Hyungki Son, Seunghyup Shin, Seungho Choi, Sang-Youn Kim, and **Jin Ryong Kim**, "Interacting Automultiscopic 3D with Haptic Paint Brush in Immersive Room," *IEEE Access*, Vol. 7, Issue 1, Access-2018-19117, pg. 1-11, IEEE, 2018.
- J3. Seokhee Jeon, Hongchae Lee, Jiyoung Jung, and **Jin Ryong Kim**, "User Adaptive Key-Click Vibration on Virtual Keyboard," *Mobile Information Systems*, Vol. 2018, Article ID 6126140, 12 pages, 2018.
- J2. Reza Haghighi Osgouei, **Jin Ryong Kim**, and Seungmoon Choi, "Improving 3D Shape Recognition for Electrostatic Friction Display," *IEEE Transactions on Haptics*, Volume 10, Issue 4, pp. 533-544, October-December 2017.
- J1. **Jin Ryong Kim**, Seunghyup Shin, Seungho Choi, and Yeonwoo Yoo, "Multimodal Interaction on Automultiscopic Content with Mobile Surface Haptics," *ETRI Journal*, Volume 38, Number 6, pp. 1085-1094, December 2016.

- C22. Hyunjae Gil, Yongwhan Shin, Hyungki Son, Inwook Hwang, Ian Oakley, and **Jin Ryong Kim**, "Characterizing In-Air Eyes-Free Typing Movements in VR," In *Proceedings of the 25th ACM Symposium on Virtual Reality Software and Technology (VRST 2020)*, November 1-4, 2020 (Full paper acceptance rate 26.5%).
- C21. Hyungki Son, Inwook Hwang, Tae-Heon Yang, Seungmoon Choi, Sang-Youn Kim, and **Jin Ryong Kim**, "RealWalk: Haptic Shoes Using Actuated MR Fluid for Walking in VR," In *Proceedings of the IEEE World Haptics Conference 2019 (IEEE WHC)*, pp. 241-246, 2019 (Oral presentation: Acceptance rate 5.7%; Award Nominated Paper).
- C20. Hyunjae Gil, Hyungki Son, **Jin Ryong Kim**, and Ian Oakley, "Whiskers: Exploring the Use of Ultrasonic Haptic Cues on the Face," In *Proceedings of ACM Conference on Human Factors in Computing Systems 2018 (CHI 2018)*, Paper No. 658, Montreal, QC, Canada, April 21-26, 2018.
- C19. Reza Haghighi Osgouei, Sunghwan Shin, **Jin Ryong Kim**, and Seungmoon Choi, "An Inverse Neural Network Model for Data-driven Texture Rendering on Electrovibration Display," In *Proceedings of IEEE Haptics Symposium 2018 (IEEE HAPTICS)*, pp. 270-277, 2018 (Single-track featured talk; Acceptance rate 13%).
- C18. **Jin Ryong Kim** and Seunghyup Shin, "Touch3D: Touchscreen Interaction on Multiscopic 3D with Electrovibration Haptics," ACM SIGGRAPH 2017 Posters, Los Angeles, CA, 30 July - 3 August, 2017.

- C17. **Jin Ryong Kim**, Reza Haghighi Osgouei, and Seungmoon Choi, "Effects of Visual and Haptic Latency on Touchscreen Interaction: A Case Study Using Painting Task," In *Proceedings of IEEE World Haptics Conference 2017 (IEEE WHC)*, pp. 159-164, 2017.
- C16. Inwook Hwang, Hyunki Son, and **Jin Ryong Kim**, "AirPiano: Enhancing Music Playing Experience in Virtual Reality with Mid-Air Haptic Feedback," In *Proceedings of IEEE World Haptics Conference 2017 (IEEE WHC)*, pp. 213-218, 2017.
- C15. Reza Haghighi Osgouei, **Jin Ryong Kim**, and Seungmoon Choi, "Identification of Primitive Geometrical Shapes Rendered Using Electrostatic Friction Display," In *Proceedings of IEEE Haptics Symposium 2016 (IEEE HAPTICS)*, pp. 198-204, 2016.
- C14. **Jin Ryong Kim** and Hong Z. Tan, "Effect of Information Content in Sensory Feedback on Typing Performance using a Flat Keyboard," In *Proceedings of IEEE World Haptics Conference 2015 (IEEE WHC)*, pp. 228-234, 2015.
- C13. **Jin Ryong Kim** and Hong Z. Tan, "Haptic Feedback Intensity Affects Touch Typing Performance on a Flat Keyboard," In *Proceedings of EuroHaptics 2014*, pp. 369-375, 2014.
- C12. **Jin Ryong Kim** and Hong Z. Tan, "A Study of Touch Typing Performance with Keyclick Feedback," In *Proceedings of IEEE Haptics Symposium 2014 (IEEE HAPTICS)*, pp. 227-233, 2014 (Oral presentation acceptance rate: 7.6%).
- C11. **Jin Ryong Kim**, Xiaowei Dai, Xiang Cao, Carl Picciotto, Desney Tan, and Hong Z. Tan, "A Masking Study of Key-Click Feedback Signals on Two Fingers using Simple Clicks," In *Proceedings of EuroHaptics 2012*, pp. 247-257, 2012. (Acceptance rate 21%)
- C10. Ruben Torres, Alessandro Finamore, **Jin Ryong Kim**, Marco Mellia, Maurizio M. Munafo, and Sanjay Rao, "Dissecting Video Server Selection Strategies in the YouTube CDN," In *Proceedings of the 31st International Conference on Distributed Computing Systems 2011 (ICDCS)*, pp. 248-257, 2011 (Acceptance rate 15.4%).
- C9. **Jin Ryong Kim**, Il Kyu Park, and Kwang Hyun Shim, "The Effects of Network Loads and Latency in Multiplayer Online Games," In *Proceedings of the 6th International Conference on Entertainment Computing (ICEC2007)*, pp. 427-432, 2007.
- C8. **Jin Ryong Kim**, Youn-hee Han, and Kwang Hyun Shim, "Seamless Multimedia Transmission During Fast Handover in Mobile IPv6 Environment," In *Proceedings of IEEE Conference on Multimedia and Expo (ICME2006)*, pp. 621-624, 2006.
- C7. Bum Hyun Lim, **Jin Ryong Kim**, and Kwang Hyun Shim, "Hierarchical Load Testing Architecture Using Large Scale Virtual Clients," *Proceedings of IEEE Conference on Multimedia and Expo (ICME2006)*, pp. 581-584, 2006.
- C6. Jung Youl Lim, **Jin Ryong Kim**, and Kwang Hyun Shim, "A Dynamic Load Balancing Model For Networked Virtual Environment Systems Using an Efficient Boundary Partition Management," *Proceedings of IEEE International Conference on Advanced Communication Technology (ICACT2006)*, pp. 727-730, 2006.
- C5. Bum Hyun Lim, **Jin Ryong Kim**, and Kwang Hyun Shim, "A Load Testing Architecture for Networked Virtual Environment," *Proceedings of IEEE International Conference on Advanced Communication Technology (ICACT2006)*, IEEE, 2006.
- C4. Jaeyong Chung, **Jin Ryong Kim**, and Kwang Hyun Shim, "Vision Based Motion Tracking System for Interactive Entertainment Applications," *IEEE Tencon 2005*, 2005.
- C3. **Jin Ryong Kim**, Youjip Won, and Yuichi Iwadate, "Adaptive QoS Framework for Multiview 3D Streaming," *Proceedings of the 4th International Conference on Computational Science (ICCS 2004)*, pp. 519-522, 2004.

- C2. **Jin Ryong Kim**, Yuichi Iwadate, and Youjip Won, "Network Aware QoS Management for Immersive Environment," *Proceedings of the 13th International Conference on Artificial Reality and Telexistence (ICAT2003)*, pp. 222-229, 2003.
- C1. **Jin Ryong Kim**, Youjip Won, and Beomeun Kim, "Hierarchical QoS Architecture for Networked Virtual Dancing Environment," *Proceedings of the 13th International Conference on Artificial Reality and Telexistence (ICAT2003)*, pp. 46-53, 2003.

PEER-
REVIEWED
CONFERENCE
DEMOS AND
WORKSHOPS

- D5. Seongwon Cho, Reza Haghighi Osgouei, **Jin Ryong Kim**, and Seungmoon Choi, "Data-driven Texture Modeling and Rendering on Electro vibration Display," Proceedings of the 2019 ACM International Conference on Interactive Surfaces and Spaces (ISS 2019 Demo), Daejeon, Korea, November 10-13, 2019.
- D4. **Jin Ryong Kim**, Stephanie Chan, Xiangchao Huang, Kenneth Ng, Limin Paul Fu, and Chen Zhao, "Demonstration of Refinity: An Interactive Holographic Signage for New Retail Shopping Experience," Extended Abstracts of the 2019 ACM Conference on Human Factors in Computing Systems 2019 (CHI 2019 Demo), Glasgow, UK, May 4-9, 2019.
- W2. Orestis Georgiou, Hannah Limerick, Loic Corenthy, Mykola Maksymenko, Sam Fish, Mark Perry, Jorg Muller, Myroslav Bachynskyi and **Jin Ryong Kim**, "Mid-Air Haptic Interfaces for Interactive Digital Signage and Kiosks", Extended Abstracts of the ACM Conference on Human Factors in Computing Systems 2019 (CHI 2019 Workshop), Glasgow, UK, May 4-9, 2019.
- D3. Hyunki Son, Hyunjae Gil, Sangkyu Byeon, Sang-Youn Kim, and **Jin Ryong Kim**, "RealWalk: Feeling Ground Surfaces While Walking in Virtual Reality," ACM Conference on Human Factors in Computing Systems 2018 (CHI 2018 Demo), D400, Montreal, QC, Canada, April 21-26, 2018.
- W1. Marcello Giordano, Orestis Georgiou, Brygida Dzidek, Loic Corenthy, **Jin Ryong Kim**, Sriram Subramanian, and Stephen A. Brewster, "Mid-Air Haptics for Control Interfaces," Extended Abstracts of the 2018 CHI Conference on Human Factors in Computing Systems (CHI 2018 Workshop), W15, Montreal, QC, Canada, April 21-26, 2018.
- D2. Reza Haghighi Osgouei, Sunghwan Shin, Seongwon Cho, **Jin Ryong Kim**, and Seungmoon Choi, "An Inverse Neural Network Model for Data-Driven Texture Rendering on Electro vibration Display," IEEE Haptics Symposium, 2018.
- D1. **Jin Ryong Kim** and Seunghyup Shin, "Touchscreen Interaction on Automultiscopic Display with Electrostatic Vibration," *demonstrated at AsiaHaptics 2016*, Kashiwanoha, Japan, Nov. 29 - Dec. 1, 2016.

NON-
REFEREED
ABSTRACTS
AND
SHOWCASES

- N4. Venkatesh Merwade, **Jin Ryong Kim**, Lan Zhao, Carol Song, Amjad Assi, Ben Ruddell, and Rabi H. Mohtar, "WaterHUB for Publishing and Sharing of Hydrologic Models," *Proceeding of the American Water Resources Association 2012 Spring Specialty Conference GIS and Water Resources VII*, New Orleans, LA, Mar. 2012.
- N3. Lan Zhao, Carol Song, Jaewoo Lee, **Jin Ryong Kim**, Wei Feng, Venkatesh Merwade, and Nelson Villoria, "Bring Integrated GIS Data and Modeling Capabilities into the HUBzero Platform," *Proceedings of the ACM SIGSPATIAL Second International Workshop on High Performance and Distributed Geographic Information Systems (HPD GIS 2011)*, Chicago, IL, Nov. 3-5, 2011.
- N2. Venkatesh Merwade, Ben Ruddell, Carol Song, and Lan Zhao, **Jin Ryong Kim**, Amjad Assi, "Publishing and Sharing of Hydrologic Models through Water HUB," *Abstract IN33B-1467 presented at 2011 Fall Meeting, AGU*, San Francisco, CA, Dec. 5-9, 2011.

N1. Peter Kristof, Bedrich Benes, **Jin Ryong Kim**, Lan Zhao, and Carol Song, “Near Real-time 3D Visualization of Rainfall Data,” *TeraGrid 2009*, Arlington, VA, Jun. 22-25, 2009.

US PATENT

- UP4. **Jin Ryong Kim**, Chen Zhao, Limin Paul Fu, Jonas C. Kong, Stephanie Chan, Michael Lee, Kenneth Ng, “Temperature Adjustment Feedback System in Response to User Input,” *US Patent Grant*, Patent Number: US2020/0393156 A1, Pub. Date: Dec. 17, 2020.
- UP3. **Jin Ryong Kim**, Ju Young Kim, Chang Joon Park, and Kwang Ho Yang, “System and Method for Re-generating Packet Load for Load Test,” *US Patent Grant*, Patent Number: US8667119 B2, Pub. Date: Mar. 4, 2014.
- UP2. **Jin Ryong Kim**, Ju Young Kim, Chang Joon Park, and Kwang Ho Yang, “Method and System for Simulating Network Address Translation”, *US Patent Pending*, Patent Application Number: US2009/0154464 A1, Pub. Date: Jun. 18, 2009.
- UP1. Jung Youl Lim, Jaeyoung Chung, Bum Hyun Lim, **Jin Ryong Kim**, Kwang Hyun Shim, Beom Ryeol Lee, and Kwang Ho Yang, “Intelligent Distributed Server System and Method for Operating the Same,” *US Patent Pending*, Patent Application Number: US2007/0117631 A1, Pub. Date: May 24, 2007.

KOREAN
PATENT

- KP15. **Jin Ryong Kim**, “System and Method for Providing Haptic Feedback for Running Shoes in HMD-based Virtual Reality Environment,” *Korean Patent (Pending)*, Patent Application Number: 2016-0069522, Jun. 3, 2016.
- KP14. **Jin Ryong Kim** and Seunghyup Shin, “Combining Autostereoscopic Display with Electrostatic Haptic Display”, *Korean Patent (Pending)*, Patent Application Number: 2016-0097474, Jul. 29, 2016.
- KP13. **Jin Ryong Kim**, Hyuk Jeong, Beom Ryeol Lee, and Il Kwon Jeong, “Vibration Signal Output Apparatus According to the Continuous Input for Use in Smart Phones Keyboard Input and Method Therefor,” *Korean Patent (Pending)*, Patent Application Number: 2016-0101915, Aug. 10, 2016.
- KP12. **Jin Ryong Kim**, Hyuk Jeong, Beom Ryeol Lee, and Il Kwon Jeong, “Haptic Signal Output Apparatus according to the Continuous Input in the Korean Virtual Keyboard for Smartphone and Method,” *Korean Patent (Pending)*, Patent Application Number: 2015-0183218, Dec. 21, 2015.
- KP11. Hye-Jin Kim, **Jin Ryong Kim**, and Il Kwon Jeong, “Apparatus for Performing Interaction with Object using Feedback and Method using the Same,” *Korean Patent (Pending)*, Patent Application Number: 2015-0031316, Mar. 6, 2015.
- KP10. **Jin Ryong Kim**, Hye-Jin Kim, and Il Kwon Jeong, “Interaction Controller, System and Method for Providing Haptic Feedback using the Interaction Controller,” *Korean Patent (Pending)*, Patent Application Number: 2015-0110132, Aug. 4, 2015.
- KP9. **Jin Ryong Kim**, Ju Young Kim, Chang Joon Park, and Kwang Ho Yang, “Load Regeneration Method using Collected Packets for Server Load Test,” *Korean Patent Grant*, Patent Number: 0962532, Jun. 3, 2010.
- KP8. **Jin Ryong Kim**, Ju Young Kim, Chang Joon Park, and Kwang Ho Yang, “Network Address Translation Simulation Technology,” *Korean Patent Grant*, Patent Number: 0930037, Nov. 27, 2009.
- KP7. Kihyuk Nam, **Jin Ryong Kim**, Wonyoung Kim, Whan Choi, Myungjoon Kim, and Kwang Hyun Shim, “Method and System for Developing, Executing, Distributing, and Billing Streamed Game Software on Mobile Devices,” *Korean Patent Grant*, Patent Number: 0826871, Apr. 25, 2008.

- KP6. Bum Hyun Lim, **Jin Ryong Kim**, Kwang Hyun Shim, Jung Youl Lim, Jaeyong Cheong, Kwang Ho Yang, Beom Ryeol Lee, “A Simple Load Test Solution to Ensure the Stability of the Server Application,” *Korean Patent Grant*, Patent Number: 0811468, Mar. 3, 2008.
- KP5. **Jin Ryong Kim**, Kihyuk Nam, Bum Hyun Lim, Kwang Hyun Shim, Kwang Ho Yang, and Whan Choi, “A Method for Streaming 3D Data in Wired and Wireless Network Environment,” *Korean Patent Grant*, Patent Number: 0692525, Mar. 2, 2007.
- KP4. Jung Youl Lim, Jaeyong Chung, **Jin Ryong Kim**, Kwang Hyun Shim, Bum Hyun Lim, Kwang Ho Yang, and Beom Ryeol Lee, “Intelligent Distributed Server System Development for Game World and User Service on Multiplayer Online Games,” *Korean Patent Grant*, Patent Number: 0742357, Jul. 18, 2007.
- KP3. Jaeyong Chung, **Jin Ryong Kim**, Jung Youl Lim, Kwang Hyun Shim, Kwang Ho Yang, Beom Ryeol Lee, and Bum Hyun Lim, “A Game State Synchronization System for a Wired and Wireless Multiplatform Online Game under Unreliable Wireless Network Environment,” *Korean Patent Grant*, Patent Number: 0722427, May 21, 2007.
- KP2. **Jin Ryong Kim**, Il Kyu Park, Jaeyong Chung, Hyunbin Kim, Taejoon Park, Kwang Hyun Shim, and Kwang Ho Yang, “An Efficient Packet Transmission Method in Client-Server-based Network Virtual Environment,” *Korean Patent Grant*, Patent Number: 0617326, Aug. 22, 2006.
- KP1. Il Kyu Park, **Jin Ryong Kim**, Jaeyong Chung, Taejoon Park, Kwang Hyun Shim, and Kwang Ho Yang, “A Real-time Patching System for Executable Codes on a Read-only Medium for Video Game Consoles without Auxiliary Storage Device,” *Korean Patent Grant*, Patent Number: 0670797, Jan. 11, 2007.

JOURNAL AND
CONFERENCE
EDITORIAL
SERVICE

- Associate Editor, IEEE Robotics and Automation Letters (IEEE RA-L, area *Human-Centered Robotics and Automation*), 2018-present
- Lead Guest Editor, Frontiers in Virtual Reality (Special Issue on New Materials and Technologies for Haptics that Enhance VR and AR), 2021-present
- Guest Editor, IEEE Transactions on Haptics (Transactions on Haptics to World Haptics Conference track), 2021
- Guest Editor, MDPI Sensors (Special Issue on Intelligent Internet of Thing, Sensor, and AR/VR Technology for Smart Cities), 2020-present
- Guest Editor, IEEE Transactions on Haptics (Transactions on Haptics to Haptics Symposium track), 2019-2020
- Guest Editor, MDPI Sensors (Special Issue on New Technologies and Applications for Smart Interactive Cyber-Physical Systems), 2019-2020
- Associate Chair, ACM CHI 2019 Engineering Interactive Systems and Technologies Subcommittee, Glasgow, UK, 2018-2019

CONFERENCE
AND
WORKSHOP
ORGANIZATION

- Student Competition Co-Chair, IEEE World Haptics Conference 2019, Tokyo, Japan
- Workshop Co-Organizer, ACM CHI 2019 Workshop on Mid-Air Haptic Interfaces for Interactive Digital Signage and Kiosks, Glasgow, UK
- Student Competition Co-Chair, AsiaHaptics 2018, Incheon, Korea

- Session Chair, ACM CHI 2018, Montréal, Canada
- Workshop Co-Organizer, ACM CHI 2018 Workshop on Mid-Air Haptics for Control Interfaces, Montréal, Canada
- General Co-Chair, The 10th Annual Workshop of Korea Haptics Community 2017, Yongin, Korea
- Award Chair, Hyundai Motors Haptics Idea Competition 2017, Yongin, Korea
- Organizer, HCI Korea 2017 Workshop on Novel Haptic Interaction 2017, Jeongsun, Korea

JOURNAL AND	IEEE Transactions on Haptics	2017-present
CONFERENCE	ACM IMWUT	2020
REVIEWS	IEEE Robotics and Automation Letters	2018-present
	Interacting with Computers	2017
	ACM CHI	2015, 2016, 2018, 2019
	ACM CHI PLAY	2017
	ACM UIST	2015
	ACM VRST	2017
	ACM TEI	2018, 2019
	IEEE World Haptics Conference	2015, 2017, 2019
	IEEE Haptics Symposium	2014, 2016, 2018
	IEEE VR	2019, 2020
	EuroHaptics	2018

PROFESSIONAL
MEMBERSHIP

- IEEE Member (2015-present)
- ACM Member (2015-present)
- Committee Member, Korea Haptics Society, Korea (2017-2018)
- Committee Member, Telecommunications Technology Association (TTA), Korea (2016-2018)

INVITED TALKS
AND SEMINARS

- T14. **Jin Ryoung Kim**, “Haptic Interaction for the Next Generation of Visual Computing”, Invited Talk, School of Arts, Technology & Emerging Communication, The University of Texas at Dallas, Richardson, USA, February, 2021.
- T13. **Jin Ryoung Kim**, “Haptic Interaction for the Next Generation of Visual Computing”, Invited Talk, Department of Computer Science, The University of Texas at Dallas, Richardson, USA, February, 2020.
- T12. **Jin Ryoung Kim**, “Haptic Interaction for the Next Generation of Visual Computing”, Young Researcher Award Talk, Seoul National University, Seoul, Korea, August, 2019.
- T11. **Jin Ryoung Kim**, “Haptic Interaction for the Next Generation of Visual Computing”, Invited Seminar, Korea Tech, Cheonan, Korea, July, 2019.
- T10. **Jin Ryoung Kim**, “Haptic Interaction in VR”, Invited Seminar, Computer Graphics and Visualization Lab, School of Computing, KAIST, Daejeon, Korea, June, 2018.
- T9. **Jin Ryoung Kim**, “Haptic Interaction Design for Immersive Environments”, Invited Seminar, Haptics Interface Research Lab, School of Electrical and Computer Engineering, Purdue University, West Lafayette, IN, USA, February, 2018.

- T8. **Jin Ryong Kim**, “Haptic Interaction”, Invited Talk, Department of Computer Science and Engineering, Kyung Hee University, Yongin, Korea, October, 2017.
- T7. **Jin Ryong Kim**, “Haptic Interaction”, Invited Talk, Department of Information and Telecommunication Engineering, Incheon National University, Incheon, Korea, November, 2016.
- T6. **Jin Ryong Kim**, “Haptic Interaction”, Invited Talk, School of Electrical and Computer Engineering, Ulsan National Institute of Science and Technology (UNIST), Ulsan, Korea, October, 2016.
- T5. **Jin Ryong Kim**, “A Design and Implementation of a Flat Keyboard with Haptic Feedback”, Haptic Tutorial Session, HCI Korea 2016, Jeongsun, Korea, January 2016.
- T4. **Jin Ryong Kim**, “Haptic Interaction”, Invited Talk, Department of Computer Science, Hanyang University, Seoul, Korea, June 2015.
- T3. **Jin Ryong Kim**, “Implementing a Flat Keyboard using Piezoelectric Actuators”, Invited Seminar, KIST, Seoul, Korea, November 2014.
- T2. **Jin Ryong Kim**, “Touch Typing Performance with Sensory Feedback on a Flat Keyboard”, Invited Talk, Department of Computer Science, POSTECH, Pohang, Korea, October 2014.
- T1. **Jin Ryong Kim**, “A Study of Touch Typing Performance on a Flat Keyboard”, Invited Talk, Samsung Electro-Mechanics, Suwon, Korea, September 2014.

AWARDS	Young Researcher Award Korea Haptics Community, Korea	2019
	ETRI Researcher of the Year ETRI, Daejeon, Korea	2006
	Hanyang Technology and Science Fellowship Hanyang University, Seoul, Korea	2002–2004
	Third Prize at Samsung Software Competition Samsung Electronics, Seoul, Korea	2003
TEACHING EXPERIENCE	Instructor CS6334 - Virtual Reality Department of Computer Science, The University of Texas at Dallas, Richardson, TX, USA	Fall 2020, Spring 2021
	Teaching Assistant CS250 - Computer Architecture Instructor: Prof. Sunil Prabhakar, Ph.D Department of Computer Science, Purdue University, West Lafayette, IN, USA	Fall 2008
	Teaching Assistant Computer Education Department of Computer Education, Hanyang University, Seoul, Korea	Spring 2002
	CONSULTING ACTIVITIES	Tekton Space Inc., Seoul, Korea • Haptics Technologies in Virtual Reality

- TECHNOLOGY TRANSFER (LEAD) VENUS Blue: Online Game Server and Network Performance Testing Solution
- Transferred to Testronic Labs Inc., London, UK, Mar. 2008 (\$70,000 USD)
 - Transferred to Gigas Soft Inc., Goyang, Korea, Jun. 2008 (\$20,000 USD)
 - Transferred to Entosys Inc., Seoul, Korea, Jun. 2008 (\$20,000 USD)
 - Transferred to Gyeonggi Content Agency, Bucheon, Korea, Dec. 2009 (\$20,000 USD)
 - Transferred to Divos Inc., Daegu, Korea, Sep. 2008 (\$20,000 USD)
- Heterogeneous Network Environment Simulation
- Transferred to Entosys Inc., Seoul, Korea, Nov. 2007 (\$10,000 USD)
- Load Testing Solution for Mobile Games
- Transferred to Entosys Inc., Seoul, Korea, Nov. 2007 (\$7,000 USD)
- INTERNATIONAL MEDIA QUOTE
- “Testronic Labs Launches MMOG Performance Test Solution,” *Business Wire, San Francisco, USA, Mar. 28, 2008*
(<http://www.businesswire.com/news/home/20080328005137/en/Testronic-Labs-Launches-MMOG-Performance-Test-Solution>)
 - “MMOG performance testing tool to be spread throughout North America, Europe and Japan by Testronic,” *Games Industry, Brighton, UK, Mar. 28, 2008*
(<http://www.gamesindustry.biz/articles/venus-blue-mmog-performance-testing-tool-to-be-spread-throughout-north-america-europe-and-japan-by-testronic>)
 - “QA company to sell Korean-developed MMO load testing tool,” *Develop Magazine, Robertsbridge, UK, Mar. 28, 2008*
(<http://www.develop-online.net/news/testronic-acquires-venus-blue-rights/0102607>)
- COMPUTER LANGUAGES AND TECHNOLOGIES
- Languages and Tools: C, C++, Java, Unix/Linux shell scripting, OpenGL, PHP, Assembly, CHAI3D, Unity3D
 - IDE: Visual Studio, Eclipse, Android Studio
 - Prototyping Tools: Arduino, Altium Designer
 - Stat Tool: SAS
- REFERENCES
- Hong Z. Tan, Ph.D. E-mail: hongtan@purdue.edu
 Professor
 School of Electrical and Computer Engineering
 Purdue University, West Lafayette, IN, USA
- Seungmoon Choi, Ph.D. E-mail: choism@postech.ac.kr
 Professor
 Department of Computer Science and Engineering
 POSTECH, Pohang, Korea
- Ian Oakley, Ph.D. E-mail: ian.r.oakley@gmail.com
 Associate Professor
 School of Design and Human Engineering
 UNIST, Ulsan, Korea