

Hajun Kim

AI Researcher at Neowiz (*Mandatory Military Service*)
hajun0628@gmail.com

Research Interests: Human-Computer Interaction, Human-AI Interaction, Design Research, Creative Support Tools, Social Computing, Learning Science

Education

Korea Advanced Institute of Science & Technology (KAIST)

Mar.2020 – Feb.2022

M.S in Culture Technology
(specialization: Human Computer Interaction)

Advisor: byungjoo-Lee & Juhan Nam

Handong Global University (HGU)

Mar.2015 – Feb.2020

B.S in Information and Communications Technology
B.S in User Experience Engineering

Research Experience

Interactive Media Lab, KAIST

Mar.2020 – Feb.2022

Korea Advanced Institute of Science & Technology
Advisor: Byungjoo Lee & Juhan Nam
Thesis committee: Byungjoo Lee, Juhan Nam, Young Yim Doh

Human-Computer Interaction Lab, HGU

June.2018 – Feb.2020

Handong Global University
Advisor: Prof. Won-sup Lee

Ergonomic Design & Technology Lab, Postech

Jan.2019 – Feb.2019

Pohang University of Science and Technology
Advisor: Prof. Heechun You

The Answer (UX Design group), HGU

Feb.2019 – Feb.2020

Advisor: Prof. Eunjong Lee

Deep Learning Lab, HGU

Dec.2021 – Jan.2022

Advisor: Prof. In-jung Kim

Work Experience

Neowiz, Pangyo, S.Korea

March.2023 – present

AI Researcher (specialization: Large Language Models)

Training

Naver AI Tech Boostcamp, Virtual
Computer Vision Track
Intensive Deeplearning Course

JAN.2022 – July.2022

Publications

Orchestrating AI for Brainstorming: A Human-Centric Multi-agent System for Creative Ideation

Hajun Kim, Jeongeon Park

(In preparation for submission to) DIS 2026: ACM Designing Interactive Systems

Generative AI as a Collaborative Mediator: Design Opportunities, and Concerns in Creative Collaboration

Hajun Kim*, Jini Kim* (co-first author), Yunjae Choi

(Under Review: Revision) CSCW 2026: ACM Conference on Computer-Supported Cooperative Work & Social Computing

Unlocking Creator-AI Synergy: Challenges, Requirements, and Design Opportunities in AI-Powered Short-Form Video Production

Hajun Kim*, Jini Kim* (all authors contributed equally)

CHI 2024: ACM Conference on Human Factors in Computing Systems

Usability Comparison between 2D and 3D Control Methods for the Operation of Hovering Objects

Daesung Lee, **Hajun Kim**, Heesoo Yoon, Wonsup Lee

Drones 2023

Harmonionz, Rescue The Planet: A Voice Visualizing Game that Match Pitch with Color

Hajun Kim*, Eunjin Choi*, Byeoli Choi* (all authors contributed equally)

CHI PLAY '21: Extended Abstracts of the 2021 Annual Symposium on Computer-Human Interaction in Play

Generational Empathy through Game Design Strategy: A Case Study on the Development of the Mobile Game <Ghost Family>

Saeyeon Lee, **Hajun Kim**, Youngim Do, Haein Kim, Hyunah Jo, Kyunghyun Lee, Minsuck Do, Byungjoo Lee

Korean Game Society 2021

Comparative Analysis of Controlling Drone

Hajun Kim, Seungchan Lim, Wonsup Lee

AHFE, International Conference on Applied Human Factors and Ergonomics, 2019

Connecting Generations: Game Design Guide for Adults in Their 50s and Older

Byungjoo Lee, Youngim Do, Kyungmyun Lee, Junyoung Shin, Minseok Do, Seyun Lee, Injung Lee, Seokbeom Park,

Hajun Kim, Jinyoung Lee, Hyunwook Lee, Taeun Kim, Haein Kim, Jongchang Park, Kyunghyun Lee, Hyunah Cho

Book funded by Ministry of Culture, Sports and Tourism and Korea Creative Content Agency

Research Project

Multi-character Dialogue System for Interactive Game Storytelling • Project Lead, NEOWIZ	2025
Image Generation Tool for Visual Designers to Maintain Game IP Consistency • Project Lead, NEOWIZ	2024
Game User Community Analysis Tool • Project Lead, NEOWIZ • Automated topic tracking using NLP and LLMs • Developed comparative evaluation features for short-term and long-term user feedback	2023
Human-centered Highlight Short-form Video Editor • Designed system architecture and UI • Implemented clustering and highlight generation algorithm	2022
Developing Voice Visualization Technique for Cooperative Games • Published in CHI PLAY EA (Hajun Kim, Eunjin Choi, Byeoli Choi) • Funded by KAIST & NCSoft	2021
A Platform Supporting Constructive Deliberation on Polarized News through Visualization • Funded by the Interdisciplinary Research Program at KAIST	2021
Development of Game Service Models and Assistive Technology for Senior Gameplay • Funded by the Ministry of Culture, Sports and Tourism & Korea Creative Content Agency • Developed adaptive difficulty adjustment technology based on cognitive abilities	2021
Development of a Customizable Reverse Auction Platform • UX Design Group, HGU • Funded by HGU Startup Support Program	2020
Rediscovering Aging Facilities in High1 Resort through Spatial Planning • UX Design Group, HGU	2020
Development of SAMSUNG LED Mask & Web Platform for 3D Human Data Management • Ergonomic Design & Technology Lab, POSTECH	2019
Comparative Analysis of Drone Control Methods • Published in AHFE 2019 (Hajun Kim, Seungchan Lim, Wonsup Lee)	2019
Fintech-based Urban Regeneration through Spatial Planning • Published in KSEE 2018	2018

Teaching Assistant

Human-Computer Interaction, HGU

Advisor: Prof. Won-sup Lee

Fall, 2018

Kansei Engineering, HGU

Advisor: Prof. Won-sup Lee

Fall, 2018

C programming, HGU

Advisor: Prof. Kyungmi Kim

Spring, 2019

Dynamics of Human-Computer Interaction, KAIST

Advisor: Prof. In-jung Kim

Fall, 2020

Computer Programming Education Program for High School Students *Fall, 2017, Spring 2019*

Advisor: Prof. Won-sup Lee

Awards & Honors

KCGS (Korean Computer Graphics Society)

Best Presentation Paper Award

2018

KSEE (Korean Society for Engineering Education)

Best Presentation Paper Award

2018

Pohang Songdo Urban Regeneration Hackathon

3rd place Award

2019

Daegu-Gyeongbuk Region Public Data Utilization Competition

Excellent Award

2020

KAIST-NCSoft Innovative Game Design Competition

Top Excellence Award

2020

KGS (Korean Game Society)

Best Presentation Award (Second Author)

2021

Scholarships

Prime Academic Scholarship (Full Tuition Waiver)

National STEM Scholarship (Full Tuition Waiver)

2018-1, 2018-2

2019-2

Volunteer Services

Student Council Vice President

Department Management and Student Support

Mar.2020 – Feb.2021

Freshman Mentor

Close Support for School Life and Academics for 8 Freshmen

Mar.2019 – Feb.2020

Admissions Interview Mentor

Support for the Admissions Interview Process

Jan.2019

Dormitory Team Leader

Planning and Team Managing for Various Events and Content to Support School Life for 30 Students

Aug.2018 – Feb.2019

Department Committee Member

Planning of Departmental Content and Events

Feb.2018 – Jun.2018

Skills

Computer Languages

Python, C, C++, GO,

System & Web

Web: JS/TypeScript, HTML+CSS, Vue.js, Next.js

Database: PostgreSQL, MySQL, SQL, MongoDB

Ops: Docker, AWS, Azure, Gitflow

AI & Machine Learning:

Generative AI: Langchain, Langgraph, PEFT, LLM APIs, ComfyUI

Data Analysis: MATLAB, R, Pandas, NumPy, Scikit-learn, OpenCV

Design Tools

Adobe Illustration, Adobe Photoshop, Figma, Protopie

User Research Methods

Quantitative

Experiment Design, A/B Testing, Survey Design

Statistical Analysis (ANOVA, Regression, Mixed-effects Models, etc)

Qualitative

User Interview, Participatory Design, Usability Test, Personas, User Stories, Thematic Analysis