

Seokbin KANG

CS/HCI PhD student

University of Maryland
2117 Hornbake Bldg
sbkang@cs.umd.edu
www.livehighkang.com
(301) 395 9691

RESEARCH FOCUS

My research interests include Human-Computer Interaction, Mixed Reality, and Natural User Interface. I am specifically interested in designing interactive system for learning activities and solving related technical problems in computer vision, graphics, and machine learning. I am currently studying user interaction in design prototyping activities and building an intelligent system to support rapid design iteration with visual information understanding and AR feedback.

EDUCATION

- Present **PhD Student, Computer Science**, University of Maryland, College Park
Area: HCI, AR/VR, Education; Advisor: Jon Froehlich
- 2009 **MS, Computer Science and Engineering**, Seoul National University, South Korea
Thesis: *Exploiting idle cache on chip multi-processors*; Advisor: Chushik Jhon
- 2007 **BS, Computer Science and Engineering**, Seoul National University, South Korea

EMPLOYMENT

- Present **University of Maryland, College Park, Computer Science**
– 2015 *Graduate Research Assistant*
- 2014 **Electronics and Telecommunications Research Institute, Interactive Learning Research Group**
– 2009 *Research Staff*
- 2009 **Seoul National University, Computer Science and Engineering**
– 2007 *Graduate Research Assistant*

HONORS AND AWARDS

- 2016 **NSF 2016 Video Showcase: Advancing STEM for All, Facilitator's Choice**
BodyVis: Advancing New Science Learning and Inquiry Experiences via Custom-Designed Wearables On-Body Sensing and Visualization
- 2014 **PhD Graduate Study Fellowship(5yr)**, Kwanjeong Educational Foundation
- 2007 **MS Graduate Study Fellowship(2y)**, Brain Korea 21
- 2003 **Undergraduate Study Scholarship(4y)**, National Scholarship for Science and Engineering

PUBLICATION

Kang, S., Norooz, L., Oguamanam, V., Plane, A., Clegg, T., & Froehlich, J. (2016). "SharedPhys: Live Physiological Sensing, Whole-Body Interaction, and Large-Screen Visualizations to Support Shared Inquiry Experiences". In Proceedings of the The 15th International Conference on Interaction Design and Children. ACM

Norooz, L., Clegg, T., Kang, S., Plane, A., Oguamanam, V., & Froehlich, J. (2016) "'That's your heart!': Live Physiological Sensing & Visualization Tools for Life-Relevant & Collaborative STEM Learning". In Proceedings of ICLS 2016

Kang, S., Lee, Y., & Lee, S. (2015). "Kids in Fairytales: Experiential and Interactive Storytelling in Children's Libraries". In Proceedings of the 33rd Annual ACM Conference Extended Abstracts on Human Factors in Computing Systems. ACM.

Najafizadeh, L., **Kang, S.**, & Froehlich, J. E. (2015). I Like This Shirt: Exploring the Translation of Social Mechanisms in the Virtual World into Physical Experiences. In Proceedings of the 33rd Annual ACM Conference Extended Abstracts on Human Factors in Computing Systems. ACM.

Lee, S., Yun, J., **Kang, S.**, & Lee, J. (2013). "Design and Implementation of Plug-in based Interactive e-book Authoring System". In Proceedings of International Conference on Convergence Content 2013, 11(2).

Kwak, J. W., **Kang, S.**, & Jhang, S. T. (2013). On-chip Inter-victim Cache Architecture and its Snooping Protocol for Shared Bus-based CMP Systems. International Information Institute (Tokyo). Information, 16(5), 3185.

Ko, J., Lee, S., **Kang, S.**, & Lee, J. (2011). Hybrid Camera Based Real-Time Human Body Segmentation for Virtual Reality E-learning System. In Computers, Networks, Systems and Industrial Engineering (CNSI), 2011 First ACIS/JNU International Conference on. IEEE.

Lee, S., Ko, J. G., **Kang, S.**, & Lee, J. (2010, October). An immersive e-learning system providing virtual experience. In Mixed and Augmented Reality (ISMAR), 2010 9th IEEE International Symposium on. IEEE.

PATENTS

Lee, S. W., **Kang, S. B.**, Lim, S. H., & Lee, J. S. (2016). "Apparatus for extracting image object in 3D image system and method thereof.". U.S. Patent No. 9,294,753.

Kang, S., Lee, J., Ko, J., Lee, S., & Lee, J. (2012). "Image Separation Apparatus and Method", U.S. Patent No. 20,120,121,191-A1

Lee, J., **Kang, S.**, Kim, S. Y., Yoo, J. S., & Lee, J. (2012). "Apparatus and method for recognizing multi-user interactions.". U.S. Patent No. 20,120,163,661.

Lee, S. W., Lee, J., **Kang, S.**, Sung, J., & Lee, G. H. (2012). "Apparatus and method for authoring experiential learning content.". U.S. Patent No. 20,120,107,790.

TECHNICAL SKILLS

Programming C/C++/C#, Java, Javascript, Python, Matlab, SQL, HTML

Projects OpenCV, Kinect, CUDA, Physx, D3, Android, Arduino, V8 JS engine, Unity3D

REFERENCES

Jon Froehlich
Assistant Professor
Department of Computer Science
University of Maryland, College Park
jonf@cs.umd.edu

Tamara Clegg
Assistant Professor
College of Education and iSchool
University of Maryland, College Park
tamaraclegg@gmail.com