

Changhyeon Park

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Daejeon, Republic of Korea

EDUCATION

- **KAIST (Korea Advanced Institute of Science and Technology)** Mar. 2024 - present
M.S. in Graduate School of Culture Technology
◦ Advisor: [Prof. Sang Ho Yoon](#) Daejeon, S.Korea
- **Hongik University** Mar. 2018 - Feb. 2024
B.S. in Computer Engineering
◦ GPA: 4.13/4.5 Seoul, S.Korea
◦ Advisor: [Prof. Jaeyoung Park](#)

RESEARCH INTERESTS

Sensing & Interaction

I am interested in leveraging diverse sensing technologies to build intuitive interactive systems. While my earlier work centered on haptic feedback, my current research focus has shifted toward **pose estimation using sensing techniques and the interaction systems it enables**. I aim to interpret user context and movement from wearable and mobile sensor data to support more natural and responsive interaction.

PUBLICATIONS

C=CONFERENCE, J=JOURNAL, P=PATENT, S=IN SUBMISSION, T=THESIS

- [S.1] Changhyeon Park, Sang Ho Yoon **Ultrasonic Sensing (Hand Tracking) + Ultrasonic mid air haptics**.
- [J.3] Changhyeon Park, Yubin Lee, and Sang Ho Yoon. (2025). **UltraBoard: Always-available Wearable Ultrasonic Mid-air Haptic Interface for Responsive and Robust VR Inputs**. *Proc. ACM Interact. Mob. Wearable Ubiquitous Technol.* 9, 2, Article 44 (June 2025), 31 pages. <https://doi.org/10.1145/3731413>
- [J.2] C. Park, S. Hong and J. Park, (2024). **Effect of Rendering Virtual Vibrotactile Motion on the Perceived Lateral Force**. *IEEE Access*, vol. 12, pp. 173792-173799, doi: 10.1109/ACCESS.2024.3502903.
- [J.1] C. Park, J. Park, (2024). **Virtual Object Weight Information with Multi-modal Sensory Feedback during Remote Manipulation**. *Journal of Internet Computing and Services*, 25(1), 9–15.
<https://doi.org/10.7472/JKSII.2024.25.1.9>
- [C.2] C. Park*, Y. Sung*, S. Yoon, (2024). **VRmoji: Natural Avatar Movement based on Real-time Facial Expression Recognition System**. *Korea Computer Congress*, 1468-1470.
- [C.1] C. Park, N. Yoon, J. Park, (2022). **A Multi-Finger Haptic Interface Rendering Resistive Force Using Apparent Tactile Motion**. *Korean Society of Mechanical Engineers*, 2805-2807.

EXPERIENCE

- **Human-Centered Computing & Intelligent Sening (HiLab), UCLA** July.2026 – present
Visiting Researcher Los Angeles, CA
- **Human-Centered Interactive Technologies Lab (HCITech Lab), KAIST** Feb.2024 – present
Research Assistant Daejeon, Korea
- **Human-Centered Interactive Technologies Lab (HCITech Lab), KAIST** June.2023 – Sep.2023
Research Intern Daejeon, Korea
- **Human-System Interaction Research (HSIR) Lab, Hongik University** March.2022 – May.2023
Undergraduate Research Intern Seoul, Korea

HONORS AND AWARDS

- **Academic excellence scholarships, Hongik University** Spring 2019, Fall 2021, Spring/Fall 2022, Spring 2023
- **Full-tuition Government Scholarship for Science and Engineering, KAIST** 2024 - present

ACADEMIC SERVICES

- *Reviewer, CHI 2025*
- *Reviewer, CHI LBW 2023, 24*
- *Reviewer, AHs 2024*

TEACHING

- *Teaching Assistant, GCT623 Interaction Sensing Principle & Application, KAIST* Spring 2025