

Jumi Kim

MASTER'S STUDENT · POSTECH

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I am a Computer Science Master's student specializing in Human-Computer Interaction. Research focuses on Digital Wellbeing, with a specific emphasis on designing and evaluating Digital Self-Control Tools (DSCTs) to promote healthier technology usage and enhance user agency.

Education

POSTECH (Pohang University of Science and Technology)

M.S. IN COMPUTER SCIENCE AND ENGINEERING

Feb. 2026 – Present

RWTH Aachen University

EXCHANGE STUDENT IN GERMANY

Aug. 2024 – Feb. 2025

POSTECH (Pohang University of Science and Technology)

B.S. IN COMPUTER SCIENCE AND ENGINEERING

Feb. 2021 – Feb. 2026

Research Experiences

Health and Human-Computer Interaction Lab, POSTECH

GRADUATE RESEARCHER

Feb. 2026 – Present

- Advisor: Eunkyung Jo
- Topic: Qualitative Investigation of DSCTs for Managing Addictive Content
- Conducting qualitative research to explore real-world user experiences and behavioral responses when utilizing Digital Self-Control Tools (DSCTs) against addictive media
- Synthesizing empirical findings to formulate design implications for next-generation DSCTs, ultimately aiming to enhance users' digital wellbeing

Health and Human-Computer Interaction Lab, POSTECH

UNDERGRADUATE RESEARCHER

Sep. 2025 – Dec. 2025

- Advisor: Eunkyung Jo
- Topic: Thematic Analysis of Commercial Digital Wellbeing Apps
- Executed a thematic analysis on commercial Digital Wellbeing apps, systematically coding app features and user feedback
- Formulated design implications for future DSCTs and proposed user-centric strategies for managing digital habits

Interactive Computing Lab, KAIST

UNDERGRADUATE RESEARCHER

Jul. 2025 – Aug. 2025

- Advisor: Uichin Lee
- Topic: *GoalCast* – Enhancing Digital Wellbeing via Goal-Directed Forecasting
- Developed an Android app that forecasts smartphone self-regulation success and provides personalized feedback
- Evaluated intervention efficacy through in-the-wild field studies, using mixed-methods analysis of usage logs and interviews

Medical Image Processing Lab, POSTECH

UNDERGRADUATE RESEARCHER

Feb. 2025 – Jun. 2025

- Advisor: Ilwoo Lyu
- Topic: Interactive segmentation of 3D brain MRI using ViT and label propagation
- Applied Vision Transformer (ViT)-based interactive segmentation techniques to medical imaging
- Extended 2D segmentation outputs into 3D volumes via slice-to-slice label propagation

Korea Brain Research Institute

UNDERGRADUATE RESEARCHER

Jul. 2023 – Aug. 2023

- Developmental Disorders & Rare Disease Group
- Supervisor: Sukwon Lee
- Vision-based animal behavior tracking and brain image preprocessing
- Conducted behavioral experiments to assess stress responses in rodents under social stress conditions

Computer Graphics Lab, POSTECH

UNDERGRADUATE RESEARCHER

Jan. 2023 – Feb. 2023

- Advisor: Prof. Seungyong Lee
- Topic: 3D reconstruction software benchmarking and improvement
- Analyzed and improved the principles of the Reality Capture 3D reconstruction software using photogrammetry techniques

Industrial Experiences

Conpapa Startup

MARKETING INTERN

Jul. 2024 – Aug. 2024

- Created video and written content for branding channels
- Improved SEO and engagement through content planning

Projects

Microsleep-Aware Rest Recommendation App

FINAL PROJECT – MOBILE & UBIQUITOUS COMPUTING

Feb. 2025 – Jun. 2025

- Conducted an Android programming project to detect and analyze dozing/microsleep using sensor data
- Recommends personalized rest/napping schedule based on detection

VR Food-Making Simulation Game using Oculus Quest 2

FINAL PROJECT - UNDERSTANDING METAVERSE CONTENT CREATION

Feb. 2023 – Jun. 2023

- Developed a VR food-making game simulating a restaurant
- Focused on enhancing tactile cooking experience using VR controllers
- Differentiated from existing food games by emphasizing embodied realism

Interior Simulation using VR

UNDERGRADUATE GROUP RESEARCH PROGRAM (UGRP)

May 2021 – Feb. 2022

- Mirror reality implementation using Radar and Photogrammetry
- Simulation of furniture placement in virtual space

Honors

VR Food-Making Simulation Game using Oculus Quest 2

GRAND PRIZE - POSTECH METAVERSE CONTENTS CONTEST

Jan. 2024

- Developed a VR food-making game simulating a restaurant
- Focused on enhancing tactile cooking experience using VR controllers
- Differentiated from existing food games by emphasizing embodied realism

Services

SF Reading Club

CLUB MEMBER

Mar. 2023 – Apr. 2023

- Participated in an SF reading group hosted by the Communication and Argumentation Research Institute
- Read selected science fiction novels and discussed how technology influences society and individual lives

POSTECH Broadcasting System PBS

BROADCASTING TEAM MEMBER

Mar. 2021 – Feb. 2023

- Produced campus news stories and video segments
- Real-time broadcasting of school events and activities

Musical Club OPCA

CLUB MEMBER

Feb. 2021 – Feb. 2023

- Performance and directing team member

App Development Club PoApper

CLUB MEMBER

Feb. 2022 – Feb. 2023

- Frontend development seminar

2022 Freshman Orientation Committee

VIDEO PRODUCTION TEAM MEMBER

Dec. 2021 – Feb. 2022

- Planned and produced promotional and event videos
- Supported live event recreation programs

Skills

Programming C, C++, C#, Python, Java, Kotlin, MATLAB, Verilog