JUSUB KIM, PH.D.

Professor, Dept. of Art & Technology, School of Media, Arts, and Science, Sogang University, Seoul, South Korea, 04107
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RESEARCH INTERESTS

Emerging Technologies, Visual Computing, Human-Computer Interaction, Computational Media

EMPLOYMENT

Dept. of Art & Technology, Sogang University, Seoul, South Korea
Founding Chair (2012.3-2017.12, 2020.2-Present), *Assistant Professor* (2012.3-2016.2)
Associate Professor (2016.3-2021.2), *Full Professor* (2021.3-Present, *Tenured*)   **2012. 3 – Present**
As a founding member and the first chair, promoted department of art & technology to one of
the flagship programs at the University including 7 full-time faculty members and 150
undergraduate and graduate students (B.A.S, M.A.S. & Ph.D.), and designed and opened the
Smilegate Art & Technology Center – Approx. 2M USD facility of Immersive Hall, Fabrication Lab,
Sound Studio, etc.

Korea Ministry of Trade, Industry, and Energy | VR-AR Specialized Education Program @ Sogang University
Director   **2020.3 – Present**
Total Grant Awarded: Approx. 1M USD, Duration: 5 years
Designing and operating the innovative education program in Virtual Reality & Augmented Reality

Future Lab, Sogang University, Seoul, South Korea
Director   **2019. 9 – Present**
Transdisciplinary Research Institution of Sogang University on enhancing our society through new technologies, arts, and design

USC Institute for Creative Technologies, Los Angeles, CA, USA
Visiting Professor   **2018. 8 – 2019.7**
Mixed Reality Lab (Director: Dr. David Krum)

Korea Ministry of Education | CK-II Program | "Humanities, Art, and Technology" Integrative Education Program
Director   **2014. 7 – 2019.2**
Total Grant Awarded: Approx. 3M USD, Duration: 5 years
Planned and operated the innovative education program for the creators of the 21st century

Rhythm & Hues Studios, Los Angeles, CA, USA
Member of Software Team   **2008. 6 – 2012. 5**
Researched and Developed 3D Computer Graphics Technologies for the Feature Film
Productions including **Life of PI (Fox, Academy Awards for Best Visual Effects, 2012)**, Big
Miracle (Universal Pictures, 2012), X-Men: First Class (Fox, 2011), Hop (Universal Pictures, 2011),
Yogi Bear 3D (Warner Bros., 2010), The A-Team (Fox, 2010), The Wolfman (Universal Pictures,
2010), Night at the Museum 2 (Fox, 2009), Alvin and the Chipmunks 2 (Fox, 2009), The Mummy
3 (Universal Pictures, 2008)

NIH (National Institutes of Health), MD, USA
Pre-Doctoral Fellow   **2006.7 – 2006.8**
Developed 3D Graphics Software for Cancer Research

UMIACS (University of Maryland Institute for Advanced Computer Studies), MD, USA
Research Assistant   **2002.9 – 2008.5**
Assisted the Research of Professor Joseph JaJa (Director of the UMIACS)

Samsung SDS, Seoul, South Korea
Member of IT R&D Center   **2002. 1 – 2002. 7**
Developed Image Processing & Computer Vision Software for Samsung's Biometrics applications

Bluenics, Seoul, South Korea
Co-Founder & CTO   **2001. 6 – 2002. 1**
Co-founded a Start-up and Developed Commercial Face Recognition Software

EDUCATION

University of Maryland, College Park, MD, USA
Ph.D. in Electrical & Computer Engineering | Computer Graphics   **2008. 8**
Dissertation: Efficient Rendering of Large 3D and 4D Scalar Fields
Advisor: Prof. Joseph JaJa

Yonsei University, Seoul, South Korea
M.S. in Electronics Engineering | Computer Vision   **2002. 2**
Thesis: Fast Face Localization Algorithm for Real Time Face Detection
Advisor: Jaihie Kim

Yonsei University, Seoul, South Korea
B.S. in Electronics Engineering   **2000. 2**
Thesis: HMD Design for Virtual Reality

TEACHING | Courses Taught

1.	**Creative Algorithm**	**2016 - Present**
	Intro to Algorithms in the context of Creative Applications	
2.	**Computer Graphics**	**2015 – Present**
	Intro to Interactive Computer Graphics Course with Flip-Learning Method	
3.	**Intro to Creative Computing**	**2014 – Present**
	Intro to Computing Course in the Creative Context using Processing	
4.	**Programming Interactive Media**	**2017**
	Creating Web-based Creative Work using HTML5, CSS3, JavaScript	
5.	**Intro to Art & Technology**	**2012 – 2017**
	Overview of the history of art & technology in Film/Animation, Games, and Media Arts	
6.	**Mathematics & Visual Arts**	**2014**
	Computer visual arts creation course based on 3D mathematics & code	
7.	**C Language**	**2012 – 2013**
	Unusual way of learning C guided by graphic design principles	
8.	**College Mathematics**	**2012 – 2013**
	Linear Algebra (Vectors, Matrix, and Transformation)	

TEACHING | Master & Doctoral Students Supervised

1.	**Shinhyo Kim (B.A., Ewha University)**	**2018.2**
	Thesis: E-mmersive book: the AR book that assists the syntopical reading	
2.	**Seungwan Ha (B.A., Chung-Ang University)**	**2018.2**
	Thesis: Interactive Photograph: the photograph that enhances social presence	
3.	**Soyoung Han (B.A., Sogang University)**	**2018.8**
	Thesis: Crowdsourced Dictionary Based New Platform UX Design	
4.	**Minsu Kang (B.A., Sungkyunkwan University)**	**2017.7**
	(Transferred to California Institutes of Arts)	
5.	**Yeorim Choi (B.A., Sookmyung University)**	**2019.2**
	Thesis: Designing A ML-Based Ballet Experience System for Enhancing Physical Self-Efficacy	
6.	**Yunsun Son (B.A., Hanyang University)**	**TBD**
	Thesis: TBD	
7.	**Sunghoon Park (B.A., Sogang University)**	**TBD**
	Thesis: TBD	
8.	**Jihyun Park (B.S., Kookmin University)**	**2020.2**
	Thesis: Solving the Abusive Comments Problem through ML-based Visualization	
9.	**Sieun Park (B.S., Soongsil University)**	**2020.2**
	Thesis: Converting 2-D Artworks into 2.5-D Content for More Immersive HMD VR Exhibition Experience	
10.	**Yunyoung Jang (B.A., Kookmin University)**	**2020.8**
	Thesis: Exhibiting Digital Anamorphic Art Using Gaze Detection Technology with Non-Head mounted display	
11.	**Sanghyeop Lee (B.S., Konkuk University)**	**2021.2**
	Thesis: Designing a Web Novel System using ML-based Sound Generation	
12.	**Beksin Sung (B.A., Incheon Catholic University)**	**TBD**
	Thesis: TBD	
13.	**Dayoung Lee (B.A.S., Sogang University)**	**TBD**
	Thesis: TBD	
14.	**Hyesun Han (B.A., Kyungki University)**	**TBD**
	Thesis: TBD	
15.	**Boyoung Lim (B.A., Korean National University of Arts)**	**TBD**

Thesis: TBD
16. **JongKook Won (B.S.,Computer Science)**   **TBD**
Thesis: TBD
17. **Jungmin Park (B.S., Seoul National University of Science and Technology)**   **TBD**
Thesis: TBD
18. **Haejung Suk (M.F.A., Hongik University)**   **TBD**
Thesis: TBD

RESEARCH | Grants Received

1. Ministry of Gender Equality and Family | Eternal Testimony
    Principal Investigator   **2020. 7 – 2020.12**
2. CARE, USA | Eternal Testimony
    Principal Investigator   **2019. 9 – 2020.8**
3. Ministry of Education | Development of Scalable Solutions to Promote Mental Health through Smart Media and Crowdsourcing
    Principal Investigator   **2016. 9 – 2017.8**
4. Sogang University Research Grant | Hanbok Art Content Development using 360 VR
    Principal Investigator   **2015. 5 – 2016.2**
5. d'Strict Inc. | HMD VR Content Development for Science Museum
    Principal Investigator   **2015. 7 – 2016.6**
6. LG Electronics | OpenGL ES 3.0 Real-Time Natural Effects Development for Smartphone
    Principal Investigator   **2013. 5 – 2014. 1**
7. Samsung Electronics | Low-Power Smartphone Lock-Screen UI Development
    Principal Investigator   **2013. 2 – 2013.12**
8. Sogang University Research Grant | Interactive Photorealistic Music Visualization
    Principal Investigator   **2012. 5 – 2013. 4**

RESEARCH | Published Journal Papers

1. Seungwan Ha & Jusub Kim (2020). *Designing a Scalable, Accessible, and Effective Mobile App Based Solution for Common Mental Health Problems*, **International Journal of Human–Computer Interaction**, 36(14), 1354-1367.
2. Sien Park and Jusub Kim (2020). *Converting 2-D Artworks into 2.5-D Content for More Immersive HMD VR Exhibition Experience.* **Journal of Digital Contents Society**, 21(4), 653-661.
3. Jihyun Park and Jusub Kim (2020). *Solving the Abusive Comments Problem through ML-based Visualization*. **Journal of Digital Contents Society**, 21(4), 771-779.
4. Sey Min and Jusub Kim (2019). *ML-based Interactive Data Visualization System for Diversity and Fairness Issues*, **International Journal of Contents**, 15(4), 1-7.
5. Hyun Kyung Chae, Eun-ha Kim, Jeongsook Park, Jusub Kim, Bongki Moon, Jinseon Yu, Shin-hyo Kim, Seung Nam Shin (2019). *Design and the Web System of East-Asian Music Database, Innovative and Inclusive (EMDB II): Writing Integrated Music History of East Asia*, **Journal of the Musicology Society of Korea**, 37(0), 7-60.
6. Seungwan Ha & Jusub Kim (2019*). I-Portrait: An Interactive Photograph System for Enhancing Social Presence*, **International Journal of Human–Computer Interaction**, 35(20), 1906-1913.
7. Saebom Kwon, Jusub Kim (2019). *Enhancing Music Listening Experience Based on Emotional Contagion and Real-time Facial Expression Retargeting*. **Journal of Digital Contents Society**, 20(6), 1117-1124.
8. Sinhyo Kim, Jusub Kim. (2019). *e-mmersive Book: a HMD AR Book that Assists Syntopical Reading*. **Journal of Digital Contents Society**, 20(8), 1503-1512.
9. Yeorim Choi, Jusub Kim. (2019). *TransMotion: A ML-based Ballet Experience System for Enhancing Physical Self-Efficacy*. **Journal of Digital Contents Society,** 20(9), 1701-1708.
10. Boa Rhee and Jusub Kim (2016). *A study on users' experiences with VR applications of artworks: The future of VR Applications in Art Museums*. **Korea Science & Art Forum**, 25(1), 273-285.
11. Wayne De Fremery and Jusub Kim (2014), *Kim So-wŏl's* Chindallaekkot *(Azaleas) as an Immersive Environment.* **Acta Koreana**, 17(1), 5-27.
12. Jusub Kim and Jiyoung Lee (2014). *A Study on Developing a Guideline for Chat Room Design on Mobile Instant Messengers – focused on smart phone users of Korea and Japan.* **Journal of Korea Digital Design**, 14(4), 283-293.
13. Jusub Kim and Wayne De Fremery (2013). *Experimental Visualizations of Korean Poetry with Procedural Modeling.* **Journal of Korea Digital Design**, 13(4), 61-70.
14. Jiyoung Lee and Jusub Kim (2013). *A Study on Developing a Guideline for Lock-screen Design on Smart Devices - Focused on Smartphone Users of Korea and U.S.A.* **Journal of Korea Digital Design**, 13(4), 71-81.
15. Jusub Kim (2013). *A Study on Choreographing and Performing Digital Water.* **Journal of Korea Digital Design**, 13(3), 453-462.
16. Jusub Kim and Joong Jae E (2013)**.** *A Study on Creating a Volumetric 3D Display using LED.* **Journal of Korea Digital Design**, 13(3), 667-676.
17. Jusub Kim and Joseph JaJa (2009). *Streaming Model based Volume Ray Casting Implementation for Cell B.E.* **Scientific Programming**, 17(1-2), IOS Press.

RESEARCH | Conference Proceedings

1. Park, S., Chon, S., Lee, T., & Kim, J. (2019). Toward the Experiential VR Gallery using 2.5-D, **Proceedings of 25th International Symposium on Electronic Art (ISEA)**, Jun 2019
2. Yunsun Son and Jusub Kim (2019), MindPlay: An EEG-based Musical Instrument for Subconscious Ensemble, **Proceedings of 25th International Symposium on Electronic Art (ISEA)**, Jun, 2019
3. *The effectiveness of CBT-based Mobile Application on Mental Health*
Yourim Kim, Yujin Bang, Eunyoung Son, Jusub Kim, Hyang Sook Kim, **The Annual Convention of the American Psychological Association**, Aug 9, 2018
4. *e-mmersive Book: the AR book that assists the syntopical reading*
Shinhyo Kim, Jihyun Kim, and Jusub Kim, **HCI Korea**, Feb 1, 2018
5. *Interactive Photograph that enhances emotional bonding*
Seungwan Ha and Jusub Kim, **HCI Korea**, Feb 1, 2018
6. *Augmented Memory: Site-specific Social Media with AR*
Sunghoon Park and Jusub Kim, **HCI Korea**, Feb 1, 2018
7. *HandSpan-EX: Sensor Fusion-based Precise Localization System for Highway Driving*
Ho Gi Jung, Jae Kyu Suhr, Kyongtack Choi, Hyung Gyu Oh, Jusub Kim, **Fall Conference of the Korean Society of Automotive Engineers**, 2017
8. *Guided Music Listening: Can a Virtual Character Help Us Appreciate Music Better?*
Saebom Kwon, Hyang Sook Kim, and Jusub Kim, **HCI Korea**, Feb 8, 2017
9. *PerSon: Personalized Sonification of Everyday Life*
Chaerin Park and Jusub Kim, **HCI Korea**, Feb 8, 2017
10. *Interactive Storytelling-based Digital Archive Search Service Design*
Shinhyo Kim, Hyun-Kyung Chae, and Jusub Kim, **HCI Korea**, Feb 8, 2017
11. *Crowdsourcing-based Psychotherapy Application UX Design*
Soyoung Han, Hyang Sook Kim, and Jusub Kim, **HCI Korea**, Feb 8, 2017
12. *Hololens-based Immersive Interactive Storytelling Design: From 'Sit & Watch' to 'Walk & Experience'*
Shinhyo Kim, Soyoung Han, and Jusub Kim, **HCI Korea**, Feb 8, 2017
13. *Interactive Storytelling for Music Archive*
Shinhyo Kim and Jusub Kim, **BRINGING THE PAST INTO THE FUTURE: CREATING AND CURATING DIGITAL MUSIC ARCHIVES**, Seoul, Korea, Oct 29, 2016
14. *The Suitability of VR Artwork as an Immersive Learning Tool*
Boa Lee and Jusub Kim, **The Korea Society of Computer and Information Annual Conference**, Kwangju, Korea, Jan 14, 2016
15. *Choreographing Digital Water*
Jusub Kim, **6th International Conference on Intelligent Technologies for Interactive Entertainment**, Chicago, USA, July 9, 2014
16. *A Study on Real-Time Visual Music using Digital Water*
Jusub Kim, **Korean Computer Graphics Annual Conference**, Pusan, Korea, Jun 19, 2013
17. *Kim so-wol's Chindallaekkot as an Immersive Environment*
Wayne de Fremery and Jusub Kim, **Proceedings of The 7th Keimyung International Conference On Korean Studies**
18. *Streaming Model based Volume Ray Casting Implementation for Cell Broadband Engine*
Jusub Kim and Joseph JaJa, **Proceedings of EUROGRAPHICS/ACM SIGGRAPH Symposium on Parallel Graphics and Visualization**, 2008
19. *Component-based Data Layout for Efficient Slicing of Very Large Multidimensional Volumetric Data*
Jusub Kim and Joseph JaJa, **Proceedings of 19th International Conference on Scientific and Statistical Database Management**, IEEE Computer Society, 2007
20. *Information-Aware 2^n Trees for Efficient Out-of-Core Indexing of Very Large Multidimensional Volumetric Data*
Jusub Kim and Joseph JaJa, **Proceedings of International Conference on Scientific and Statistical Database Management**, IEEE Computer Society, 2007
21. *Temporal Range Exploration of Large Scale Multidimensional Time Series Data*
Joseph JaJa, Jusub Kim, and Q. Wang, **Proceedings of International Conference on Scientific and Statistical Database Management**, IEEE Computer Society, 2004
22. *Fast Face Localization Algorithm for Real-Time Face Recognition*
Jusub Kim and Jaihie Kim, **Proceedings of the Computer Vision and Pattern Recognition Workshop**, Korea Information Science Society, 2001

RESEARCH | Exhibition & Performance

1. *1652 Summer Lights (Large Upcycle Interactive Media LED Installation with AmorePacific Group)*
Baeksin Sung & Jusub Kim, **Sejong Center for the Performing Arts Museum**, Seoul, Oct 16-18, 2020
2. *South Breeze (Korean Dance Theatre)*
Jusub Kim | Media Artist, Busan Metropolitan Dance Company, **Busan Cultural Center Main Theater**, Nov 28-29, 2019
3. *A.I. Ch'angga*
Sanghyeob Lee and Jusub Kim, **International Symposium on Electronic Art (ISEA)** Demo, Gwangju, Jun 22, 2019
4. *Color Space: 360 VR Hanbok Art Performance*
Sunock Park and Jusub Kim, **IEEE VR 2019 Creative VR Showcase**, Osaka, Japan, Mar 23, 2019
5. *Place without Space (VR Art)*
Yunyoug Chang, et. al, HCI Korea Creative Award Exhibition, Feb 13-15, 2018

6.   *e-mmersice book: the AR book that assists syntopical reading (Hololens-based App Demo)*
     Shinhyo Kim, Jihyun Park, and Jusub Kim, **9ᵗʰ Augmented Human International Conference**, Seoul, Feb 7, 2018
7.   *Augmented Memory: Site-Specific Social Media with A*R (AR app demo)
     Sunghoon Park and Jusub Kim, **9ᵗʰ Augmented Human International Conference**, Seoul, Feb 7, 2018
8.   *Earth Moving (Korean dance theater)*
     Jusub Kim | Live Animation & Creative Technology Director, **Seoul Namsan Gugakdang** (Traditional Theater), Dec 8-9, 2017
9.   *Classic, Technology, and Peace (Classical concert)*
     Jusub Kim | Live Animation & Creative Technology Director, **Seoul Yangcheon Arts Center**, Nov 24, 2017
10. **ITU Telecom World 2017** *Opening Performance*
     Jusub Kim | Live Animation & Creative Technology Director | **Busan Exhibition & Convention Center**, Sep 25, 2017
11. *A Dream of A Butterfly - After 4 (Korean Dance Performing Art)*
     Jusub Kim | Creative Technology Director | ***National Gugak Center**, Seoul, Korea, Apr 21, 2017*
12. *HoloStory (Hololens-based Storytelling App)*
     Shinhyo Kim, Soyoung Han, and Jusub Kim, **HCI Korea Creative Award** Exhibition, Feb 8-10, 2017
13. *Byo (Myo-seonsor based ballet sonification)*
     Minsu Kang, Chaerin Park, and Jusub Kim, **HCI Korea Creative Award** Exhibition, Feb 8-10, 2017
14. *A Dream of A Butterfly - After 4 (Korean Dance Performing Art)*
     Jusub Kim | Creative Technology Director, **National Theatre of Korea**, Seoul, Korea, Dec 3, 2016
15. *360 VR Hanbok Art Performance – Color Space (360 VR Video)*
     Jusub Kim and Sunok Park, Performed and Filmed at **Mary Hall**, **Sogang University**, Seoul, Korea, Feb 1, 2016
16. *Pan - Push/Pull (Korean Dance Performing Art)*
     Jusub Kim | Creative Technology Director, **Seoul Performing Arts Festival**, Seoul, Korea, Oct 27, 2015
17. *Ensemble of Electronic Music & Piano (Classical Music Concert)*
     Jusub Kim | Visual Art Director, **Seoul Arts Center**, Jun 19, 2015
18. *Touching the Poem (Virtual Reality app)*
     Seyeong Kim, Wayne de Fremery, Jusub Kim, **HCI Korea Creative Award** Exhibition, Dec 10-12, 2015
19. *Listening to the Outside (Mobile app)*
     Chaelin Park, Jisu Park, Jusub Kim, **HCI Korea Creative Award** Exhibition, Feb 12-14, 2014
20. *Monet listens to Debussy (New Media Performance)*
     Jusub Kim, **Suseong Artpia Concert Hall**, Daegu, Korea, Nov 23, 2013
21. *The Watery Piano (New Media Art Installation)*
     Jusub Kim, **PyungChang Biennale**, PyungChang, Korea, Jul 20-Aug 31, 2013
22. *Digital Dance: The Watery Extension of Man (New Media Performance)*
     Jusub Kim, 13ᵗʰ International Conference on New Interfaces for Musical Expression (NIME), KAIST, Korea, May 27, 2013

SERVICE | Master & Ph.D. Thesis Examining Committees

1.   Ph.D. Seunghyun Kim (advisor: Sooyoung Lee), Department of Mass Communications, Sogang University, Dec 2020
2.   Ph.D. Yongchun Lim (advisor: Moonryul Jung), Graudate School of Media, Sogang University, Jun 2020
3.   Master of Arts & Science, Minwook Park (advisor: Yongsoon Choi), Department of Art & Technology, Sogang University, Dec 2020
4.   Master of Arts & Science, Hangyeol Cho (advisor: Yongsoon Choi), Department of Art & Technology, Sogang University, Dec 2020
5.   Master of Arts & Science, Young Ahn (advisor: Yongsoon Choi), Department of Art & Technology, Sogang University, Dec 2019
6.   Master of Arts & Science, Sumin Shin (advisor: Yongsoon Choi), Department of Art & Technology, Sogang University, Dec 2018
7.   Master of Arts & Science, Jane Seo (advisor: Yongsoon Choi), Department of Art & Technology, Sogang University, Dec 2017
8.   Master of Arts & Science, Yongseok Hong (advisor: Yongsoon Choi), Department of Art & Technology, Sogang University, Dec 2017
9.   Master of Arts & Science, Yunseo Choi (advisor: Yongsoon Choi), Department of Art & Technology, Sogang University, Dec 2017
10. Ph.D., Heesuk Baik (advisor: Sangwook Lee), Graduate School of Media, Sogang University, Jun 2017
11. M.S., Dongyoung Lee (advisor: Moonryul Jung), Graduate School of Media, Sogang University, Jun 2015
12. M.S., Juan Jo (advisor: Moonryul Jung), Graduate School of Media, Sogang University, Jun 2015
13. Ph.D., Byungjun Jang (advisor: Insung Im), Dept. of Computer Science and Engineering, Sogang University, Apr 2013

SERVICE | On-Campus Committees

1.   School of Media, Arts, and Science, Sogang University
     Chair of Future Education Committee   **2018.3 – 2018.6**
2.   Communication Center, Sogang University
     Member of Steering Committee   **2020.11 – Present**
3.   Ministry of Science, ICT, and Future Planning | Software-driven University Program at Sogang Univ.
     Member of Steering Committee   **2015.10 – 2021.2**
4.   Ministry of Education | CK-II Program | "Humanities, Art, and Technology" Integrative Education Team
     Director   **2014. 7 – 2019.2**
     Total Grant Awarded: 3 million USD, Duration: 5 years
5.   Ministry of Education | LINC Program (Industry-University Cooperation) at Sogang Univ.
     Member of Planning Committee   **2014. 1 – 2014.2**

6. Convergence Software Major, Sogang University, Seoul, South Korea
    Member of Steering Committee   **2013. 9 – Present**
7. Dept. of Art & Technology, Sogang University, Seoul, South Korea
    Founding Department Chair   **2012. 3 – 2017.12**
8. Art & Technology Conference, Sogang University, Seoul, South Korea
    Conference Chair   **2012 – 2017**
    Annual Conference organized by Dept. of Art & Technology (exhibition, performance, workshop, seminar, etc.)

SERVICE | Off-Campus Committees

1. National Folk Museum of Korea - Children's Museum, South Korea
    Member of the Advisory Committee   **2020. 10**
2. Arts Council Korea, South Korea | 2020 Art & Tech Award Program
    Member of the Jury Committee   **2020. 10**
3. KOCCA (Korea Creative Content Agency), South Korea | Content Impact Program
    Member of the Mentoring & Jury Committee   **2020. 8 – 2020.11**
4. National Intangible Heritage Center, South Korea
    Member of the Technical Advisory Committee   **2020. 6 – 2020.12**
5. UKC (US-Korea Conference) 2019 | CIT (Computer Science & Information Technology) Symposium | Chicago, USA
    Co-Chair   **2019. 8**
6. Southern California Korean American Software Pioneer Hackathon | University of Southern California | CA, USA
    Member of the Jury   **2019. 7**
7. Korea Arts Management Service | Art Hackathon 'Customized Cultural Service'
    Member of the Jury   **2017. 11**
8. KAIST | 4th Industrial Revolution & Postmodernism
    Member of the Panel   **2017. 7**
9. Art Center Nabi | Global AI Hackathon
    Member of the Jury   **2016. 12**
10. Korea Arts Management Service | Art Hackathon 'Drones and Robots'
    Member of the Jury   **2016. 11**
11. Seoul Museum of Art | Dreamworks Animation Special Exhibition
    Member of Advisory Committee   **2016. 1**
12. Korea Ministry of Culture, Sports, and Tourism | Arts Council Korea | National Competency Standards
    Member of the Standard Establishment Committee in Performing Arts Area   **2014. 3 – 2014.10**
13. Korea Ministry of Culture, Sports, and Tourism | Korea Creative Content Agency | Creative Talent Development Team
    Member of Advisory Committee   **2013 – 2015**
6. Korea Computer Graphics Society | Annual Conference
    Program Committee   **2014 – 2018**
7. International Digital Production Symposium, Los Angeles, CA
    Program Committee   **2012. 8**
8. Korean Computer Scientists and Engineers Association in America, Technical Symposium, San Jose, CA, USA
    Communication Chair   **2011.12**
9. Korean Scientists and Engineers Association – Southern California Branch, Technical Conference, Norwalk, CA, USA
    Publication Chair   **2011. 2**
10. Korean Computer Scientists and Engineers Association in America
    Member of Steering Committee   **2010. 1 – 2012. 2**
11. Korean Scientists and Engineers Association – Southern California Branch
    Member of Steering Committee   **2010. 1 – 2012. 2**
12. Korean Computer Scientists and Engineers Association in America, Technical Symposium, Vienna, VA, USA
    Poster Chair   **2010.11**

SERVICE | Academic Review

1. **Leonardo**, The International Society for the Arts, Sciences and Technology
2. **International Journal of Human-Computer Interaction**
3. **IEEE Virtual Reality**, IEEE Computer Society
4. **ACM IUI** (Intelligent User Interfaces)
5. **Journal of Design Convergence Study**, Society of Design Convergence
6. **Korea Computer Graphics Society**

INVITED TALKS

1. *Designing Storytelling Futures*
    Korea Design-Science Society, 2019 Fall International Conference, Special Session on Digital Transformation, Kintex, Nov 9, 2019

2. *Creative Computing*
   College of Media Arts & Design, Drexel University, PA, USA, Jul 22, 2019
3. *Creative Computing*
   College of Engineering, Bridgeport University, CT, USA, Feb 28, 2019
4. *Content of the Future*
   Sogang University, Jun 7, 2017
5. *Positive Computing*
   St. Mary Hospital, Catholic University, Uijeongbu, Dec 16, 2016
6. *Content of the Future*
   Gyunggi Creative Korea Innovation Center, Oct 21, 2016
7. *Dance and Technology*
   Korea National Contemporary Dance Company, **Seoul Arts Center,** Sep 28, 2016
8. *Humanities, Art, and Technology Integrative Education*
   WEEF 2016 (2016.11), **Hanyang University** (2016.6), **Hongik University** (2016.2), **Inha University** (2016.1)
9. *Culture and Technology*
   Kwangju Government Official Training Institute (2016.6, 2016.7)
10. *Rendering Challenges in Motion Picture Studios*
    International Workshop on Exascale Supercomputing, Seoul, Korea, Nov 4, 2011
11. *Film Visual Effects & Challenges*
    US Korea Scientists and Engineers Association Regional Technical Conference, *Norwalk, CA, Feb 13, 2010*
12. *C-Ray: Interactive Volume Ray-Casting on Cell/B.E.*
    Competition Winner Presentation | **The First Power Architecture Developer Conference**, Austin, Texas, Sep 24-25, 2007

PATENTS

1. News Comment Visualization System for Solving Hate Comment Problems,
   Jihyun Park and Jusub Kim, **Patent Pending in Korea**, Jun 26, 2020
2. Interactive Photograph that enhances emotional bonding
   Seungwan Ha and Jusub Kim, **Patent Pending in Korea**, Apr 19, 2018
3. e-mmersive book: the AR book that assists the syntopical reading
   Shinhyo Kim and Jusub Kim, **Patent Pending in Korea**, May 9, 2018
4. Music Interaction Home Robot System
   Shinhyo Kim, Yeorim Choi, Yongsuk Hong, Jaein Seo, Jusub Kim, **Patented in Korea (No. 10-2119701)**, Jun 1, 2020
5. *Crowdsourcing based Psychotherapy Methods*
   Hyang Sook Kim and Jusub Kim, **Patent Pending in Korea**, Feb 22, 2017
6. *Mobile App based Real-time BGM Generator*
   Chaerin Park, Jisu Park, and Jusub Kim, **Patented in Korea (No. 10-1657975),** Sep 9, 2016
7. *Poem Visualization using L-System*
   Jusub Kim and Wayne de Fremery, **Patented in Korea (No. 10-1543634)**, Aug 5, 2015
8. *Music Fountain Controlling Methods and Systems based on Emotions*
   Jusub, **Patented in Korea (No. 10-1506667)**, Mar 23, 2015

MEMBERSHIPS

1. HCI Korea Society
2. Korea Computer Graphics Society
3. ACM SIGGRAPH
4. IEEE Computer Society

AWARDS AND HONORS

1.	Outstanding Research Award, **Sogang University**	2019
2.	Outstanding Teaching Award, **Sogang University**	2019
3.	Ranked No.1 in Creative Korea (CK-II) Program Midterm-Evaluation, **Korea Ministry of Education**	2016
4.	Outstanding Research Award, **Sogang University**	2015
5.	Selected, Project VIA (Visual Arts Research Trip to Ars Electronica), **Korea Arts Management Service**	2015
6.	Special Award in New Media Art (The Watery Piano), **PyungChang Biennale**, PyungChang, Korea	2013
7.	Winner (3rd place), **IBM Cell Processor Top Innovator International Software Contest**, USA	2007
8.	Pre-doctoral Fellowship, **NIH (National Institutes of Health)**, USA	2006
9.	National Scholarship (USD 60,000) for Ph.D. in Computer Science, **Korea Ministry of Information and Communication**	2002
10.	Excellent New Employee Award, **Samsung SDS**, Korea	2002
11.	The Highest Honor, **Yonsei University**, Korea	1996

* Updated on Jan, 2021