

Hanseul Jun

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RESEARCH INTERESTS

The design and use of augmented reality and virtual reality.

EDUCATION

- Stanford University**, Stanford, California, USA Sep 2017 – Present
- Ph.D. in Communication
- Stanford University**, Stanford, California, USA Sep 2017 – Aug 2019
- M.A. in Communication
- Seoul National University**, Seoul, Republic of Korea Mar 2009 – Aug 2016
- B.S. in Electrical and Computer Engineering, Minor in Economics

PUBLICATIONS

JOURNAL ARTICLES

- **Jun, H.**, Bailenson, J., Fuchs, H., & Wetzstein, G. (2020). An Easy-to-use Pipeline for an RGBD Camera and an AR Headset. *PRESENCE: Teleoperators and Virtual Environments*.
- Miller, M.*, **Jun, H.***, Herrera, F.*, Yu Villa, J., Welch, G., & Bailenson, J. (2019). Social interaction in augmented reality. *PLOS ONE*. (*: equal contribution)

CONFERENCE PROCEEDINGS

- **Jun, H.**, & Kim, G. (2016). A calibration method for optical see-through head-mounted displays with a depth camera. Proceedings of *IEEE Virtual Reality (VR)*, Greenville, South Carolina.

CONFERENCE POSTER ABSTRACT

- **Jun, H.**, & Bailenson, J. (in press). Temporal RVL: A Depth Stream Compression Method. Proceedings of *IEEE Virtual Reality (VR)*, Atlanta, Georgia.

UNDER REVIEW

- **Jun, H.***, Miller M.*, Herrera, F.*, Reeves, B., & Bailenson, J. (in review). Stimulus Sampling with 360-Videos: Examining Head Movements, Arousal, Presence, Simulator Sickness, and Preference on a Large Sample of Participants and Videos. *IEEE Transactions on Affective Computing*. (*: equal contribution)
- Miller M., Herrera, F., **Jun, H.**, Landay, J., & Bailenson, J. (in review). Personal Identifiability of User Tracking Data During Observation of 360-Degree VR Video. *Scientific Reports*.

PRESENTATIONS

- **Jun, H.***, Miller, M.*, Herrera, F.*, Reeves, B., & Bailenson, J. (2020, May). Psychological Responses to 360-Video: A Large Sample Study. To be presented at *the 70th Annual International Communication Association Conference*. Gold Coast, Australia. (*: equal contribution)
- **Jun, H.***, Herrera, F.*, Miller, M.*, Yu Villa, J., Welch, G., & Bailenson, J. (2019, May). Ghosts, Haunted Houses, and Gargoyles: Social Interaction in Augmented Reality. Presented at *the 69th Annual International Communication Association Conference*. Washington, D.C. (*: equal contribution)

RESEARCH EXPERIENCE

- Virtual Human Interaction Lab**, Stanford University Sep 2017 – Present
- Research Assistant
 - Research advisor: Prof. Jeremy Bailenson
 - Studying the social and interpersonal aspects of augmented reality and virtual reality.

Human-Computer Interaction Lab, Seoul National University Jun 2016 – Feb 2017

- Research Intern
 - Research advisor: Prof. Jinwook Seo
 - Explored the potential of user interaction methods for augmented reality.

Vision and Learning Lab, Seoul National University Apr 2015 – May 2016

- Research Intern
 - Research advisor: Prof. Gunhee Kim
 - Invented a calibration method for augmented reality headsets.

AWARDS

Stanford Graduate Fellowship Sep 2017 – Jun 2018

Republic of Korea Presidential Science Scholarship Mar 2009 – Aug 2016

- A nationwide full-ride scholarship given to 150 freshmen each year.

TEACHING EXPERIENCE

Teaching Assistant to Professor Jeremy Bailenson, Stanford University

- Virtual People (Fall 2019)

Teaching Assistant to Professor Gabriella Harari, Stanford University

- Personality and Digital Media (Spring 2019)

PROFESSIONAL EXPERIENCE

FXGear, Seoul, Republic of Korea Feb 2012 – Dec 2014

- Associate Research Engineer, R&D Team
 - Worked on several computer graphics and virtual reality projects.

PATENT

Kim, G., & **Jun, H.** (2018). Calibration method and head-mounted display device providing therefor. Korean Patent No. 1844306. March 27, 2018.