

# Jimin Lee

Ph.D. Student, POSTECH

leejm21@postech.ac.kr

<https://jiminlee.me/>

My research examines how people experience empathy with conversational AI and the role of interaction design in shaping it.

## Education

---

2026–Present	<b>Pohang University of Science and Technology (POSTECH)</b> <i>Ph.D. Student, Computer Science and Engineering</i>	Pohang, South Korea
Fall 2024	<b>INSA Lyon</b> <i>Exchange Student, Telecommunications</i>	Lyon, France
2021–2026	<b>Pohang University of Science and Technology (POSTECH)</b> <i>B.S., Computer Science and Engineering</i>	Pohang, South Korea

## Research Experiences

---

2026–Present	<b>Health and Human-Computer Interaction (H2CI) Lab, POSTECH</b> <i>Ph.D. Student · Advisor: Eunkyung Jo</i> <ul style="list-style-type: none"><li>– Conducting research on nonverbal empathy expressions in conversational agents.</li></ul>
Fall 2025	<b>Health and Human-Computer Interaction (H2CI) Lab, POSTECH</b> <i>Research Intern · Advisor: Eunkyung Jo</i> <ul style="list-style-type: none"><li>– Conducted an end-to-end HCI study on how AI avatars express empathy non-verbally in real time.</li><li>– Built a web-based system using Three.js and ARKit blendshapes with FACS-based facial animation.</li><li>– Ran a within-subjects user study measuring perceived empathy via the PETS scale.</li></ul>
Summer 2025	<b>Human-Centered Intelligent Systems (HIS) Lab, POSTECH</b> <i>Research Intern · Advisor: Inseok Hwang</i> <ul style="list-style-type: none"><li>– Built baseline digital twin systems using 3D Gaussian Splatting and real-time 3D pose estimation.</li></ul>
Spring 2025	<b>Interaction Lab, POSTECH</b> <i>Research Intern · Advisor: Seungmoon Choi</i> <ul style="list-style-type: none"><li>– Developed a haptic system using tactile transducers to convey dance movements through vibration.</li><li>– Explored optimal mappings between music stems and tactile feedback through a user study.</li></ul>
Winter 2022	<b>Interaction Lab, POSTECH</b> <i>Research Intern · Advisor: Seungmoon Choi</i> <ul style="list-style-type: none"><li>– Built a VR maze navigation system with haptic directional guidance, integrating A* pathfinding with tactile vest technology.</li></ul>

## Industry Experiences

---

Fall 2024

### **Plask**

*Software Engineer Intern*

- Built a Dockerized API bridging NVIDIA Audio2Face with production tool, implementing real-time blendshape-based lip-sync animation for 3D characters in Babylon.js.
- Developed a two-stage API pipeline extracting math problems from noisy exam papers via OCR and LLM vision.