

Yeji Park

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Research Interests

Human-Centered AI, Ubiquitous Computing, Wearable Interactive Computing, Human-Computer Interaction

Education

Ulsan National Institute of Science and Technology (UNIST)

March 2025 — Present

M.S. in Artificial Intelligence | Expected Graduation Date: Feb. 2027

GPA: 4.2/4.3

Supervisor: Taesik Gong

Ulsan National Institute of Science and Technology (UNIST)

March 2020 — February 2025

B.S. in Electrical Engineering and Design (*dual major*)

GPA: 3.39/4.3

Publications

Preprints & Under Review

**: Co-primary authors*

[Pr.2] Can Agents Work for Everyone? Cross-User Reliability for Mobile GUI Agents in Personalized User Interfaces

Under review

Yeji Park*, Jaeyun Shim*, and Taesik Gong

Preprint

- Introduced PAIR, a framework for evaluating mobile GUI agents across user-conditioned interfaces, and RePAIR, a reinforcement-learning-based training method to improve cross-user reliability.

[Pr.1] Effects of Stress on 3D Interface Interaction Techniques

Under review

Mingyu Han, Yonghwan Shin, **Yeji Park**, Gangtae Park, and Ian Oakley.

Preprint

- Investigated the effects of stress on three HMD interaction techniques through an 18-participant study, finding that Eye-Click error rates increased from 7.91% to 14.98% under stress.

Conferences and Journals

[C.2] ExPerT: Personalizing LLM Responses to Users' Domain Expertise via Query-Wise Semantic and Keystroke Behavioral Cues

ACL'26
main track, long

Yeji Park, Jiwon Tark, and Taesik Gong.

DOI: [10.1145/3715669.3723126](https://doi.org/10.1145/3715669.3723126)

ACL'26: Proceedings of the 64th Annual Meeting of the Association for Computational Linguistics (Acceptance Rate: 19%)

🏆 SAC Highlighted Award, Top 2% | 🏆 Oral Presentation, Top 4%

- Design ExPerT, a query-wise LLM personalization system that infers user expertise from query text and keystroke dynamics to tailor responses. Evaluated with 40 participants and 1,270 queries, reducing expertise inference error by 65.7% and improving response satisfaction by 17.52%.

[C.1] GazeHandSync: Mitigating Late-Trigger Errors for Seamless Gaze-Hand Interactions

ETRA'25 short

Yeji Park, Jiwan Kim, and Ian Oakley.

DOI: <https://dl.acm.org/doi/10.1145/3715669.3723126>

ETRA '25: Proceedings of the 2025 Symposium on Eye Tracking Research and Applications (Acceptance Rate: 33.3%)

- Investigated the effects of gaze and hand gesture complexity on gaze-hand coordination error rates in gaze-pinch interactions and designed the compensation system.

[W.1] The Impact of Gaze and Hand Gesture Complexity on Gaze-Pinch Interaction Performances

UbiComp/ISWC
Workshop '24

Yeji Park, Jiwan Kim, and Ian Oakley.

DOI: <https://dl.acm.org/doi/10.1145/3675094.3678990>

UbiComp '24: Companion of the 2024 on ACM International Joint Conference on Pervasive and Ubiquitous Computing

- Investigated the effects of gaze and hand gesture complexity on performance and error rates in gaze-pinch interactions.

Domestic Conferences and Journals

[D.1] Wishes: An Emerging Media Art For Improving Reliance in a Post-Pandemic Era

DSUS'22

Yeji Park and Kyungho Lee.

2022 한국디자인학회 가을 국제학술대회 논문집 - 대학생학술대회 구두발표 : 전시 경험

- Designed an interactive web-based media art experience using virtual balloons to support emotional resilience in post-pandemic contexts.

Awards & Honors

SAC Highlight Award

ACL'26

- ExPerT: Personalizing LLM Responses to Users' Domain Expertise via Query-Wise Semantic and Keystroke Behavioral Cues

BBB: Revolutionising Cross-Language Communication Services in a Multilingual World

reddot'23

reddot winner 2023, Brand & Communication Design [\[Project Link\]](#)

Collaborated with Seoyeong Hwang, Juhyeok Yoon, Sangyun Lee

Role: UI/UX design

Supervisor: Kyungho Lee (Department of Design, UNIST)

- Identify and leverage AI-human roles in human interpreting services over the phone, address the globalization of interpreting requests, and resolve boundary blurring between providers to create a flexible user experience

National Science & Technology Scholarship

Spring 2020 – Fall 2022

- Fully funded Korean government scholarship for undergraduates (six semesters)

Intellectual Property

Patent

LLM Response Personalization Based on User Expertise Utilizing Query-Level Semantic and Behavioral Cues

Korean
Patent

Taesik Gong and **Yeji Park** (Filed: November 19, 2025, No. 10-2025-0175678)

Software Copyrights

Conversational Traffic Agent Using LLMs with Traffic Information and User Context

Korea Copyright Commission

Taesik Gong and **Yeji Park** (Application received: October 1, 2026)

Project

O-K Text

March 2023 — December 2023

Supervisor: Ian Oakley (School of Electrical Engineering, KAIST)

- Designing a text entry system in Hangul inputs using multimodal interaction of gaze for consonants and hand pinch for vowels
- Undergraduate research, Department of Design, UNIST

BBB Korea Interpreter App Redesign (Project)

November 2022 — May 2023

Collaborated with Seoyeong Hwang, Juhyeok Yoon, Sangyun Lee

Role: Interpreter request app UI design for IOS

Supervisor: Kyungho Lee (Department of Design, UNIST)

- *Redesigned and launched an interpreting request and service provision app in collaboration with BBB Korea.*
- [App [Links](#)]

Academic Services

Reviewer

- ACM CHI 26
- ACM CHI Poster 26

Student Volunteer

- ACM ETRA 25

Teaching

On-Device AI for Smart Manufacturing (NOVA508, UNIST)

Fall 2026

Teaching Assistant

Mobile Computing (CSE465, UNIST)

Spring 2026

Teaching Assistant

On-Device AI for Smart Manufacturing (NOVA508, UNIST)

Spring 2026

Teaching Assistant

Computer Networks (CSE351, UNIST)

Fall 2025

Teaching Assistant

Research Grant

Robust Vision-Language-Action Integrated On-Device AI for Innovations of Manufacturing Industry

September 2025 — Present

Participating Researcher (AI Star Fellowship, PI: Prof. Jaeyoung Sim)

- *Institute of Information and Communications Technology Planning and Evaluation (IITP)*

Personalized On-Device Multi-modal Small Language Model for Memory Assistance

March 2025 — Present

Participating Researcher (PI: Prof. Taesik Gong)

- *National Research Foundation of Korea (NRF)*
- *Outcome: ExPerT*

Developing Multimodal Generative AI Talent for Industrial Convergence

March 2025 — Present

Participating Researcher (PI: Prof. Jaeyoung Sim)

- *Institute of Information and Communications Technology Planning and Evaluation (IITP)*
- *Outcome: ExPerT, Conversational Traffic Agent Using LLMs with Traffic Information and User Context*

Multimodal Interaction for Augmented Reality

January 2024 — February 2025

Participating Researcher (PI: Prof. Ian Oakley)

- *National Research Foundation of Korea (NRF)*
- *Outcome: GazeHandSync*

Research Internship Experience

Ubiquitous Artificial Intelligence Lab *(Undergraduate research intern)*

December 2024 — February 2025

Supervised by Professor Taesik Gong, Department of Computer Science, UNIST
Human-centered AI

Wearable Interactive Technology Lab *(Undergraduate research intern)*

January 2024 — November 2024

Supervised by Professor Ian Oakley, School of Electrical Engineering, KAIST
Gaze-based VR interaction research

Expressive Computing Lab *(Undergraduate research intern)*

August 2022 — June 2023

Supervised by Professor Kyungho Lee, Department of Design, UNIST
Human-centered AI application

Technical Skills

Programming Languages: Python, C++, C#, JavaScript, Swift, Kotlin
Development Tools: Unity, Android Studio, Xcode, Arduino, AWS (Elastic Beanstalk)
Frameworks & Libraries: PyTorch, TensorFlow, Flask, pandas, NumPy, SciPy, Pingouin, scikit-learn
Design Tools: Figma, Adobe Illustrator, Photoshop, InDesign, Premiere Pro, SolidWorks, KeyShot