

DAWON LEE

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WORK EXPERIENCE

Korea Advanced Institute of Science and Technology
Postdoctoral Researcher

Sep. 2024 – Present
Daejeon, South Korea

Mingle AI (KAI Inc.)
Digital Marketer

Aug. 2023 – Dec. 2023
Seoul&Daejeon, South Korea

LG HelloVision
Intern (Digital Content Marketing)

Jun. 2017 – Jul. 2017
Seoul, South Korea

Google News Lab Fellowship
Fellow (Design)

Dec. 2016 – Feb. 2017
Seoul, South Korea

EDUCATION

Korea Advanced Institute of Science and Technology
Ph.D. in Graduate School of Culture Technology
Advisor: Prof. Junyong Noh

Sep. 2019 – Aug. 2024
Daejeon, South Korea

Korea Advanced Institute of Science and Technology
M.S. in Graduate School of Culture Technology
Advisor: Prof. Junyong Noh

Sep. 2017 – Aug. 2019
Daejeon, South Korea

Lillehammer University
Exchange Student

Fall 2015
Lillehammer, Norway

Pusan National University
Bachelor of Design&Technology

Mar. 2013 – Aug. 2017
Busan, South Korea

RESEARCH INTERESTS

Human-Computer Interaction (HCI), Computer Graphics (CG), Multimedia
Keywords: Content Technology, Computational Interaction, Video Editing, Understanding User, Image Processing

PUBLICATIONS

Generating Highlight Videos of a User-Specified Length using Most Replayed Data
Minsun Kim, **Dawon Lee***, Junyong Noh* (*co-corresponding author*)
CHI 2025 (To appear)
Project Page: <https://w-dlee.github.io/highlights>

OptiSub: Optimizing Video Subtitle Presentation for Varied Display and Font Sizes via Speech Pause-Driven Chunking
Dawon Lee, Jongwoo Choi, Junyong Noh
CHI 2025 (To appear)
Project Page: <https://w-dlee.github.io/optisub>

User Performance in Consecutive Temporal Pointing: An Exploratory Study
Dawon Lee, Sunjun Kim, Junyong Noh, Byungjoo Lee
CHI 2024
Project Page: <https://w-dlee.github.io/ctp>

PopStage: The Generation of Stage Cross-Editing Video Based on Spatio-Temporal Matching
Dawon Lee, Jung Eun Yoo, Kyungmin Cho, Bumki Kim, Gyeonghun Im, Junyong Noh
Journal: Transactions on Graphics (TOG)| Conference: SIGGRAPH Asia 2022
Project Page: <https://w-dlee.github.io/popstage>

Virtual Camera Layout Generation using A Reference Video

Jung Eun Yoo, Kwanggyoon Seo, Sanghun Park, Jaedong Kim, **Dawon Lee**, Junyong Noh

CHI 2021

Project Page: <https://vml.kaist.ac.kr/main/international/individual/173>

Cinematography Generation using a Reference Video

Kwanggyoon Seo, Sanghun Park, Jung Eun Yoo, Jaedong Kim, **Dawon Lee**, Junyong Noh

Pacific Graphics 2019 Poster

PATENTS

* Patent Registration (US)

Method and Apparatus for Framing Three Dimensional Target Object for Virtual Camera Layout

* Patent Application (US)

Apparatus for Generating Cross-Edited Video and Method of Operating the Apparatus

* Patent Registration (KR)

Method and Apparatus for Reproducing Camera Work

Method and Apparatus for Image Processing Based on Artificial Neural Network

Method and Apparatus for 3D Target Object Framing to Generate Virtual Camera Layout

* Patent Application (KR)

Apparatus for Generating Cross-Edited Video and Method of Operating the Apparatus

FUNDED PROJECTS

* Project Leader

Optimized Short-Form Video Generation Based on User-Specified Length and Subtitle Font Size (2024 – 2026)

Funding: National Research Foundation of Korea (NRF)

* Research Assistant

Development of Self-Evolving AI Creation Platform (2020 – 2022)

Funding: Korea Creative Content Agency (KOCCA)

Optimization of Real-Time Video Game Mechanics: Perspectives on Player Immersion and Agency (2020 – 2021)

Funding: National Research Foundation of Korea (NRF)

Development of Senior Game Play Support Technology and Game Service Model (2019 – 2021)

Funding: Korea Creative Content Agency (KOCCA)

Development of Camera Work Tracking Technology for Animation Production using Artificial Intelligence (2018 – 2019)

Funding: Korea Creative Content Agency (KOCCA)

TECHNOLOGY TRANSFER

AI-based Reference Video Camera Work Learning and Animation Camera Directing System

INVITED TALKS

NAVER

Feb. 12th 2025

Tech Talk (hosted by Dr. Young-Ho Kim, NAVER AI Lab)

Pusan National University

Nov. 19th 2024

Special Lecture on Software Convergence (hosted by Prof. Chulki Kim)

Korea Computer Graphics Society (KCGS)
Outstanding International Conference Paper Presentation Session

Jul. 10th 2024

KBS AX (AI Transformation) Day
<https://www.yna.co.kr/view/AKR20231206143700005>

Dec. 8th 2023

KBS Media Technology Research Institute

Nov. 30th 2023

TEACHING EXPERIENCE

* Teaching Assistant

GCT742 Topics in Game: Innovative Game Design Project

Fall 2021

GCT547 Dynamics of Human-Computer Interaction

Fall 2019

MENTORSHIP

Minsun Kim (KAIST GSCT, M.S.)

May 2024 – Present

Supervised research on "Generating Highlight Videos of a User-Specified Length using Most Replayed Data"
→ *Published in CHI 2025*