

# Lik-Hang Lee

Assistant Professor

(Hong Kong Polytechnic University)



www.lhlee.com



+852 6576 8255



profile/Lik-Hang-Lee



lik-hang.lee@polyu.edu.hk

## Skills



## Expertise

Mobile Augmented Reality

Metaverse & Virtual Environments

Designing User-centric Systems

Computer Science and Engineering

Manufacturing & Supply Chain Mgt.

## References



Dr. Pan Hui, Nokia Chair Prof.



panhui@ust.hk



Dr. Simo Hosio, Assoc. Prof.



simo.hosio@oulu.fi

## Education

- 2015 - 2019 **Ph.D. (Computer Science & Engineering)** HKUST  
Hong Kong SAR, China  
Specialization: Metaverse, AR/VR and User-centric Systems  
Advisor: Prof. Pan Hui, FEng, MAE, FIEEE, ACM Disting. Scientist
- 2011 - 2013 **M.Phil. (Industrial & Manufacturing Systems Engineering)** HKU  
Hong Kong SAR, China  
Specialization: Operations Research, Agent-based Systems  
Advisor: Dr. Tak-Nam Wong, Associate Professor
- 2008 - 2011 **B.Eng. (Logistics Engineering & Supply Chain Mgt.)** HKU  
Hong Kong SAR, China  
Specialization: Logistics/SCM & Industrial Product Design

## Research and Teaching Experience

- 2021 - 2023 **Assistant Professor & Director of AR & Media Lab** KAIST
- Design ubiquitous user interaction with mobile augmented reality in a city-wide scale, & Build the immersive Internet: 'Metaverse'.
  - Courses: 1) **The Metaverse**; 2) Augmented & Virtual Reality; 3) Product Mgt. & Principles and Practices of Global Innovation.
- 2019 - 2020 **Postdoc Researcher, Center for Ubiquitous Computing** Uni. Oulu
- Worked on Finland government-funded projects, supported by Academy of Finland: **5GEAR** (5G Enhanced Augmented Reality) – build the futuristic cities of augmented reality driven by 5G or more advanced networks, and **REBOOT** – design the next generation of IoT manufacturing in 5G or more advanced mobile network.

## Industry Experience

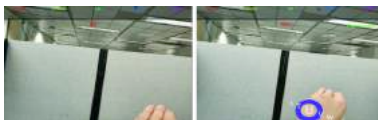
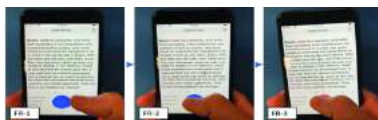
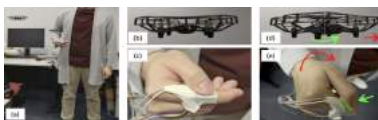
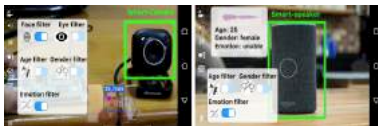
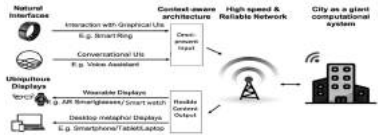
- 2016 - Now **Co-founder & Director, Avatech Innovation Limited** Hong Kong (China)
- An Education Tech. startup: **AR products** serving 100+ schools and public and private institutions in Hong Kong, Macau, and China.
  - Cultivated STEAM Students: HKICT Gold Awards in **2020 & 2021**.
- 2019 - 2021 **Hong Kong Cyberport Mentor** Hong Kong (China)
- Coaching & Mentoring Startups in Hong Kong and China.
- 2014 - 2015 **Analyst, DAMCO – Maersk Group** Hong Kong (China)
- Participate in migrating the warehouse operations from multiple but desultory IT systems to a unified & integrated system, resulting in seamless warehouse operations for a China-Australia trade route.

## Professional Services (Selected, 2021-2022)

- Program Committees Members/Reviewers/Organizers of International Publications – **IJCAI 21&22, ACM CHI 21 WKSP, Virtual Reality, IEEE Network Magazine, ACM ICMI 20&21, IEEE Percom 22, AAAI 22, ACM CHI 22, IEEE VR 22.**

## Publications

- Selected works on Page 2 or **Click here for my full list via Google Scholar.**



- Abhishek KUMAR, Tristan BRAUD, **Lik-Hang LEE**, and Pan HUI. Theophany: Multimodal Speech Augmentation in Instantaneous Privacy Channels. ACM Multimedia 2021 (MM'2021), Chengdu, China. (Best Paper Award Candidates, top 5) ([link](#))
- Kit-Yung LAM\*, **Lik-Hang LEE\***, and Pan HUI. A2W: Context-Aware Recommendation System for Mobile Augmented Reality Web Browser. ACM Multimedia 2021 (MM'2021), Chengdu, China. (\*co-first author, [link](#))
- **Lik-Hang LEE**, Tristan BRAUD, Simo HOSIO, and Pan HUI. Towards Augmented Reality Driven Human-City Interaction: Current Research on Mobile Headsets and Future Challenges. ACM Computing Survey (CSUR), Vol. 54, No 8. (Nov 2021), 39 pages. ([link](#))
- Carlos BERMEJO, **Lik-Hang LEE**, Paul CHOKECKI, David PRZEWOZNY, and Pan HUI. (2021). Exploring Button Designs for Mid-air Interaction in Virtual Reality: A Hexa-metric Evaluation of Key Representations and Multi-modal Cues. Proceedings of the ACM on HCI (EICS). 24 pages. ([link](#))
- Carlos BERMEJO, **Lik-Hang LEE**, Petteri NURMI, and Pan HUI. PARA: Privacy Management and Control in Emerging IoT Ecosystems using Augmented Reality, The 23rd ACM International Conference on Multimodal Interaction (ICMI'2021), Montreal, Canada, October 2021. ([link](#))
- Yui-Pan YAU\*, **Lik-Hang LEE\***, Zheng LI, Tristan BRAUD, Yi-Hsuan HO, and Pan HUI. (2020). How subtle can it get? A Trimodal Study of Ring-sized Interfaces for One-handed Drone Control. Proceedings of the ACM on Interactive, Mobile, Wearable and Ubiquitous Technologies (UbiComp/IMWUT). 4, 2, Article 63 (June 2020), 29 pages. (\*co-first author, [link](#))
- **Lik-Hang LEE**, Yiming ZHU, Yui-Pan YAU, Tristan BRAUD, Xiang SU, and Pan HUI. (2020). One-thumb Text Acquisition on Force-assisted Miniature Interfaces for Mobile Headsets. The 18th International Conference on Pervasive Computing and Communications (IEEE PerCom 2020). Texas, USA. 10 pages. ([link](#))
- **Lik-Hang LEE**, Kit-Yung LAM, Yui-Pan YAU, Tristan BRAUD and Pan HUI. (2019). HIBEY: Hide the Keyboard in Augmented Reality. The 17th International Conference on Pervasive Computing and Communications (IEEE PerCom 2019). Kyoto, Japan. 10 pages. ([link](#))
- Kit-Yung LAM, **Lik-Hang LEE**, Tristan BRAUD and Pan HUI. (2019). M2A: A Frameworks for Visualizing Information from Mobile Web to Mobile Augmented Reality. The 17th International Conference on Pervasive Computing and Communications (IEEE PerCom 2019). Kyoto, Japan. 10 pages ([link](#))
- **Lik-Hang LEE**, Kit-Yung LAM, Tong LI, Tristan BRAUD, Xiang SU and Pan HUI. (2019). Quadmetric Optimized Thumb-to-Finger Interaction for Force Assisted One-Handed Text Entry on Mobile Headsets. Proceedings of the ACM on Interactive, Mobile, Wearable and Ubiquitous Technologies (UbiComp/IMWUT) 2019. 3, 3, Article 94 (September 2019), 27 pages. ([link](#))

Table 1: Publications in Top Venues (2019 – 2021) related to mobile AR and virtual environments.