

Hyunsung Cho

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RESEARCH INTERESTS

Ubiquitous computing, context-aware computing, human-computer interaction, social computing

EDUCATION

Korea Advanced Institute of Science and Technology (KAIST)

Ph.D. student in Computer Science

Mar. 2020 -

Advisor: Sung-Ju Lee

Korea Advanced Institute of Science and Technology (KAIST)

M.S. in Computer Science

Mar. 2018 - Feb. 2020

Advisor: Sung-Ju Lee

Dissertation: Private Status Sharing and Sender-Controlled Notifications in Mobile Instant Messaging

Dissertation Committee: Sung-Ju Lee, Juho Kim, Youn-kyung Lim

Korea Advanced Institute of Science and Technology (KAIST)

B.S. in Computer Science (Software Advanced Major)

Aug. 2013 - Feb. 2018

Magna Cum Laude

PUBLICATIONS

Conference & Journal Papers

- [c.3] I Share, You Care: Private Status Sharing and Sender-Controlled Notifications in Mobile Instant Messaging.

Hyunsung Cho, Jinyoung Oh, Juho Kim, and Sung-Ju Lee.

CSCW 2020: ACM Conference on Computer Supported Cooperative Work and Social Computing

- [c.2] Knocker: Vibroacoustic-based Object Recognition with Smartphones.

Taesik Gong, **Hyunsung Cho**, Bowon Lee, and Sung-Ju Lee.

IMWUT (UbiComp) 2019: ACM Annual Conference on Interactive, Mobile, and Ubiquitous Technologies

- [c.1] Intelligent Positive Computing with Mobile, Wearable, and IoT Devices: Literature Review and Research Directions.

Uichin Lee, Kyungsik Han, **Hyunsung Cho**, Kyong-Mee Chung, Hwajung Hong, Sung-Ju Lee, Youngtae Noh, Sooyoung Park, and John M. Carroll.

Ad Hoc Networks Journal, Volume 83, 2019

Posters, Demos, and Workshop Papers

- [p.4] I Share, You Care: Private Status Sharing and Sender-Controlled Notifications in Mobile Instant Messaging.

Hyunsung Cho, Jinyoung Oh, Juho Kim, and Sung-Ju Lee.

CSCW 2020 Demos: ACM Conference on Computer Supported Cooperative Work and Social Computing

- [p.3] Sender-Controlled Mobile Instant Message Notifications Using Activity Information.

Hyunsung Cho, Jinyoung Oh, Juho Kim, and Sung-Ju Lee.

MobiSys 2019 Demos: ACM International Conference on Mobile Systems, Applications and Services

- [p.2] Real-Time Object Identification with a Smartphone Knock.

Taesik Gong, **Hyunsung Cho**, Bowon Lee, and Sung-Ju Lee.

MobiSys 2019 Videos: ACM International Conference on Mobile Systems, Applications and Services

Best Video Award

- [p.1] Identifying Everyday Objects with a Smartphone Knock.

Taesik Gong, **Hyunsung Cho**, Bowon Lee, and Sung-Ju Lee.

CHI 2018 Extended Abstract: ACM Conference on Human Factors in Computing Systems

WORK EXPERIENCE

KAIST Networking and Mobile Systems Lab (NMSL), Daejeon, South Korea

Mar. 2017 - Present

Research Assistant

Advisor: Sung-Ju Lee. Research on context-aware interventions for positive behavior change:

- **Modeling Behaviors of Regretful Smartphone Use with App Feature Use Analysis**
Led the design and implementation of an Android-based technology probe that tracks the usage of social media app features and samples in-situ level of regret after use. Designed and conducted a one-week field study and mixed-methods analysis.
- **Designing Context-Aware Micro-Interventions for Stress Management** [c.1]
Designed and implemented an intervention mechanism for stress management that suggests micro-tasks for stress relief in micro spare time detected through mobile sensing.
- **Private Status Sharing and Sender-Controlled Notifications in Mobile Instant Messaging** [c.3., p.3, p.4]
Led the design and implementation of private status sharing and sender-controlled notifications to function on commodity messaging apps. Designed and performed a two-week field study and mixed-methods analysis.
- **Vibroacoustic-based Object Recognition with Commodity Smartphones** [c.2, p.1, p.2]
Designed and implemented 21 applications of knock-based interaction that leverage surrounding objects as contextual information. Modified the design and implementation to enable on-device training and inference of the SVM model.

Kiswe Mobile Inc., New Providence, NJ, USA

Jun. 2017 - Aug. 2017

Web Frontend Developer

Developed a trivia widget for interactive mobile sports streaming service. The widget was included in the live service for the IAAF Diamond League event in collaboration with VRT Sporza. The service was covered in press. Developed tools to support video streamers such as a multi-view layout editor for multi-cam videos; an easy drag-and-drop thumbnail uploader; and a live streaming control interface.

KAIST Interaction Lab (KIXLAB), Daejeon, South Korea

Dec. 2015 - Feb. 2017

Research Intern

Advisers: Jihee Kim and Juho Kim. Research on analysis of presidential election promises in relation with government budget expenditure data through crowdsourcing.

ACADEMIC SERVICES

ACM Computing Surveys Reviewer	2020
ACM CSCW 2020 Reviewer	2020
HCI@KAIST Twitter Account Manager	2020

AWARDS & HONORS

Best TA Award KAIST School of Computing	2019
Google Women Techmakers Scholars \$1K Academic scholarship, awarded based on academic performance, leadership, and impact on the community of women in tech	2019
Best Video Award MobiSys 2019 [p.2]	2019
Best Poster/Demo Award ACM SIGCHI Local Chapter [p.1]	2018
Undergraduate Research Program \$2K Research grant awarded by KAIST	2016
2nd Place, The 3rd Korea SW Hackathon \$3K Award by the Ministry of Science, ICT and Future Planning of Republic of Korea	2016

TEACHING EXPERIENCE

Teaching Assistant, KAIST CS101 Introduction to Programming	<i>Fall 2020</i>
Teaching Assistant, KAIST CS341 Introduction to Computer Networks	<i>Spring 2020</i>
Head Teaching Assistant, KAIST CS341 Introduction to Computer Networks	<i>Spring 2019</i>
Invited Student Panel, KAIST CS492 Introduction to Research (invited by Juho Kim, Sung-Ju Lee, and Shin Yoo)	<i>Spring 2019</i>
Teaching Assistant, KAIST CS341 Introduction to Computer Networks	<i>Fall 2018</i>
Teaching Assistant, KAIST CS101 Introduction to Programming	<i>Fall 2016 - Fall 2017</i>

INVITED TALKS

Vibroacoustic-based Object Recognition with Smartphones 2019 IAT (Information Accessibility Technology) Conference	<i>Nov. 22, 2019</i>
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EXTRACURRICULAR EXPERIENCE

MADCAMP (Mobile Application Development Camp) Intensive, focused development camp where I developed five different mobile applications in 4.5 weeks. Example apps are a humming-based multi-play music quiz game and a group alarm clock that ensures every member to wake up.	<i>Dec. 2016 - Feb. 2017</i>
SPARCS (Developers Club), KAIST <i>Head of Server Management Group & Web Developer</i> Managed over 10 physical and virtual server machines as the leader of the club's server management group. Developed a server monitoring tool using gRPC. Held seminars on the basics of server management for students. Topics include Linux, LDAP, mail server, file system, and security.	<i>Mar. 2014 - Dec. 2016</i>

SELECTED PRESS

Electronics Weekly , Sensor fusion lets phone identify objects by simply knocking against them	<i>Oct. 2019</i>
Science Daily , Object identification and interaction with a smartphone knock	<i>Oct. 2019</i>
NEW ATLAS , Smartphone tech recognizes objects by being knocked against them	<i>Oct. 2019</i>
Nerdiest , This algorithm makes smartphones recognize objects just by Knocking them	<i>Apr. 2018</i>
ICT NEWS , New application allows you to identify an object by tapping it with a smartphone	<i>Apr. 2018</i>
Sporza , Sporza biedt interactieve primeur met Kiswe Mobile tijdens Diamond League Brussel	<i>Aug. 2017</i>

REFERENCES

Sung-Ju Lee, Professor (IEEE Fellow, KAIST Endowed Chair Professor), KAIST
profsj@kaist.ac.kr

Juho Kim, Associate Professor, KAIST
juhokim@kaist.ac.kr