

# Hyunsung Cho

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## RESEARCH INTERESTS

Human-computer interaction, context-aware computing, mixed reality, computational interaction

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## EDUCATION

### Carnegie Mellon University

Ph.D. student in Human-Computer Interaction

Aug. 2021 -

Advisor: David Lindlbauer

### Korea Advanced Institute of Science and Technology (KAIST)

Ph.D. student in Computer Science

Mar. 2020 - Apr. 2021

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

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

Thesis 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*

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## PUBLICATIONS

### Conference & Journal Papers

- [c.4] Reflect, not Regret: Modeling Behaviors of Regretful Smartphone Use with App Feature-Level Analysis.  
**Hyunsung Cho**, DaEun Choi, Donghwi Kim, Wan Ju Kang, Eun Kyoung Choe, and Sung-Ju Lee.  
*CSCW 2021: ACM Conference on Computer Supported Cooperative Work and Social Computing*  
**Best Paper Award & Methods Recognition**

- [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.5] Device or User: Rethinking Federated Learning in Personal-Scale Multi-Device Environments.  
**Hyunsung Cho**, Akhil Mathur, and Fahim Kawsar.  
*AIChallengeIoT 2021: ACM SenSys 2021 Workshop on Challenges in Artificial Intelligence and Machine Learning for Internet of Things*
- [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*

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## WORK EXPERIENCE

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**Augmented Perception Lab**, Pittsburgh, PA, USA

Aug. 2021 -

*Ph.D. Student*

Advisor: David Lindlbauer. Research on context-aware interface in mixed reality.

**Nokia Bell Labs**, Cambridge, UK

May. 2021 - Jul. 2021

*Research Intern*

Mentor: Akhil Mathur. Worked on federated learning research in multi-device settings at personal scale in Pervasive Systems Team. Selected as representative of Application Platforms & Software Systems Research Lab for global Bell Labs summer intern presentation (~5%).

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

Mar. 2017 - Apr. 2021

*Graduate Student*

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 system to enable on-device training and inference of the SVM model. Assisted the design of the object recognition method, evaluation design, and user study operation.

**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.

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## ACADEMIC SERVICES

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ACM CHI Reviewer	2022
ACM CSCW Reviewer	2020, 2021
ACM MobileHCI Reviewer	2021
ACM CHI Late Breaking Work Reviewer	2021
ACM Computing Surveys Reviewer	2020
ACM MobiSys Student Volunteer	2019

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## AWARDS & HONORS

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<b>Best Paper Award</b> ACM CSCW 2021 [c.4]	2021
<b>Methods Recognition</b> ACM CSCW 2021 [c.4]	2021
<b>Bell Labs Summer Intern Award for Outstanding Innovation</b> Nokia Bell Labs Global Intern Program 2021	2021
<b>NAVER Ph.D. Fellowship Award</b> \$5K Academic scholarship, awarded based on research performance	2020
<b>Best TA Award</b> KAIST School of Computing	2019
<b>Google Women Techmakers Scholars</b> \$1K Academic scholarship, awarded based on academic performance, leadership, and impact on the community of women in tech	2019
<b>Best Video Award</b> ACM MobiSys 2019 [p.2]	2019
<b>Best Poster/Demo Award</b> ACM SIGCHI Local Chapter [p.1]	2018
<b>Undergraduate Research Program</b> \$2K Research grant awarded by KAIST	2016
<b>2nd Place, The 3rd Korea SW Hackathon</b> \$3K Award by the Ministry of Science, ICT and Future Planning of Republic of Korea	2016
<b>National Science &amp; Technology Scholarship</b> Merit-based scholarships	2014 - 2017

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## TEACHING EXPERIENCE

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

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## INVITED TALKS

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

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**MADCAMP (Mobile Application Development Camp)***Dec. 2016 - Feb. 2017*

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.

**SPARCS (Developers Club), KAIST***Mar. 2014 - Dec. 2016**Head of Server Management Group & Web Developer*

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.

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**SELECTED PRESS**

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