

# Chunjong Park

Paul G. Allen School of Computer Science & Engineering  
UW, 185 E Stevens Way NE, Seattle, WA 98195  
cjparkuw@cs.washington.edu  
http://cjpark.xyz

---

RESEARCH INTERESTS      Ubiquitous Computing, Human-Computer Interaction

EDUCATION      **University of Washington**      SEP. 2017 ~  
Ph.D., Computer Science & Engineering, (*Advisor: Shwetak Patel*)

**Korea Advanced Institute of Science and Technology (KAIST)**      FEB. 2017  
M.S., Computer Science, (*Advisor: Sung-Ju Lee*)

**Korea Advanced Institute of Science and Technology (KAIST)**      FEB. 2015  
B.S., Computer Science, (*Advisor: Sue Moon*)

RESEARCH EXPERIENCES      **Ubicomp Lab., University of Washington**      SEATTLE, WA  
*Research Assistant*      SEP. 2017 ~  
Designing and building mobile health application that can be used easily and safely by ordinary people.

**Snap Inc.**      SEATTLE, WA  
*Research Intern*      JUN. 2019 ~  
(Manager: Andrés Monroy-Hernández)  
Building a non-textual communication application on smartphone and wearable by seamlessly recommending appropriate avatars that represent user's current context.

**Nokia Bell Labs**      CAMBRIDGE, UK  
*Research Intern*      JUN. 2018 ~ SEPT. 2018  
(Manager: Fahim Kawsar, Mentors: Alberto Gil Ramos, Sourav Bhattacharya)  
Built well-curated audio dataset and a deep learning model on IoT devices for understanding ambient contexts.

**Networking & Mobile Systems Lab., KAIST**      DAEJEON, KOREA  
*Research Assistant*      MAR. 2015 ~ JUL. 2017  
Worked on exploring context-aware smartphone notification management, understanding thermal characteristics of smartphones, and exploring better use of micro spare time.

**Advanced Networking Lab., KAIST**      DAEJEON, KOREA  
*Undergraduate Researcher*      JUL. 2014 ~ MAR. 2015  
Worked on improving TCP congestion control in a datacenter. Designed and implemented a module that measures latency of TCP packets with a sub-microsecond accuracy.

PUBLICATIONS      Fire in Your Hands: Understanding Thermal Behavior of Smartphones  
Soowon Kang, Hyeonwoo Choi, Soo Young Park, **Chunjong Park**, Jemin Lee, Uichin Lee, and Sung-Ju Lee  
*ACM Conference on Conference on Mobile Computing and Networking (MobiCom)*, Oct. 2019  
“Don’t Bother Me. I’m Socializing!”: A Breakpoint-Based Smartphone Notification System  
**Chunjong Park**, Junsung Lim, Juho Kim, Sung-Ju Lee, and Dongman Lee  
*ACM Conference on Computer-Supported Cooperative Work and Social Computing (CSCW)*, Feb. 2017  
Zaturi: We Put Together the 25th Hour for You. Create a Book for Your Baby  
Bumsoo Kang, Chulhong Min, Wonjung Kim, Inseok Hwang, **Chunjong Park**, Seungchul Lee, Sung-Ju Lee, and Junehwa Song  
*ACM Conference on Computer-Supported Cooperative Work and Social Computing (CSCW)*, Feb. 2017  
DX: Accurate Latency-based Congestion Feedback for Datacenters  
Changhyun Lee, **Chunjong Park**, Keon Jang, Sue Moon, and Dongsu Han  
*IEEE/ACM Transaction on Networking*, Feb. 2017

Accurate Latency-based Congestion Feedback for Datacenters  
 Changhyun Lee, **Chunjong Park**, Keon Jang, Sue Moon, and Dongsu Han  
*USENIX Annual Technical Conference (ATC)*, Jul. 2015

WORK EXPERIENCES	<b>Content N</b>	SEOUL, KOREA
	<i>Lead Software Engineer</i>	OCT. 2013 ~ MAR. 2014
	Designed and developed back-end systems for a mobile arcade game, <i>Sushi Master</i> , using Amazon AWS, Node.js, MongoDB, and Redis. Developed data analysis tool and web interface for game statistics.	
	<b>Company 100, Inc.</b>	SEOUL, KOREA
	<i>Software Engineer</i>	MAR. 2012 ~ OCT. 2013
	Designed and developed back-end systems for a mobile action-RPG game, <i>MetalBreaker</i> , using Amazon AWS, Node.js, MongoDB, and Redis. Developed data analysis tool and web interface for game statistics.	
	<b>SQISoft, Inc.</b>	SEOUL, KOREA
	<i>Software Engineer</i>	DEC. 2010 ~ MAR. 2012
	Developed billing system for heat & electricity, and face recognition-based immigration clearance system deployed at the Incheon Int'l Airport.	
	<b>Nexon Corp.</b>	SEOUL, KOREA
	<i>Intern</i>	SEP. 2010 ~ DEC. 2010
	Developed an in-game chat module in <i>BubbleFighter</i> online game.	
TEACHING EXPERIENCE	Teaching Assistant	University of Washington
	<b>Introduction to Computer Communication Networks</b>	WINTER 2018, FALL 2017
	Teaching Assistant	KAIST
	<b>Introduction to Computer Networks</b>	SPRING 2016, SPRING 2015
	Teaching Assistant	KAIST
	<b>Networking for Smartphone Systems and IoT</b>	FALL 2015
PROGRAMMING SKILLS	<ul style="list-style-type: none"> <li>• <b>Language:</b> C, C++, Java, Javascript(Node.js), Python, Objective-C, Swift</li> <li>• <b>OS/Platform:</b> Linux(Ubuntu), Android, iOS/WatchOS</li> <li>• <b>Hardware:</b> Arduino</li> <li>• <b>Database:</b> MongoDB, Redis, MySQL</li> <li>• <b>Framework/Library:</b> OpenCV, scikit-learn, PyTorch</li> <li>• <b>Version Control:</b> Git(GitHub, GitLab)</li> </ul>	
ACADEMIC SERVICES	Reviewer	IMWUT 2018, 2019
		CHI 2019, 2020
		MobileHCI 2019
AWARDS	Outstanding Teaching Assistant Award	KAIST, MAR. 2017
	Outstanding M.S. Thesis Award	KAIST, FEB. 2017
	Outstanding Teaching Assistant Award	KAIST, MAR. 2016
	The 9 <sup>th</sup> Open Source SW World Challenge, Silver Medal	KOSSA, DEC. 2015