

Sohyeon Park

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INTERESTS	Human-Computer Interaction, Human-Centered Computing, Extended Reality, Accessibility	
EDUCATION	Ewha Womans University , Seoul, South Korea	Mar 2021 - Present
	<ul style="list-style-type: none">• M.S. in Computer Science and Engineering• Advisor: Dr. Uran Oh	
	Ewha Womans University , Seoul, South Korea	Mar 2016 - Feb 2021
	<ul style="list-style-type: none">• B.S. in Computer Science and Engineering, <i>Magna cum laude</i>• Cumulative GPA: 3.82 / 4.30 (94.7%)	
PUBLICATIONS	[1] Sohyeon Park* (Main Presenter), Kyungyeon Lee*, Uran Oh. Designing Product Descriptions for Supporting Independent Grocery Shopping of People with Visual Impairments. <i>Late-Breaking Work, Conference on Human Factors in Computing Systems 2021</i> (Acceptance Rate: 39.0%). [pdf] [presentation video]	
	[2] Soobin Park*, SeungA Chung*, Sohyeon Park , Kyungyeon Lee, Uran Oh. Improving Mealtime Experiences of People with Visual Impairments <i>The 18th International Web for All Conference "Best Technical Paper"</i> Nomination [pdf]	
	[3] SeungA Chung*, Kyungyeon Lee, Sohyeon Park , Uran Oh. Investigating Three-dimensional Directional Guidance With Nonvisual Feedback with Target Searching Task. <i>Workshop on Mobile and Pervasive Assistive Technologies 2021</i> . [pdf]	
PREPRINTS & MANUSCRIPTS	[4] Sohyeon Park* , Uran Oh. Understanding the User Preferences in the Types of Video Censorship Submitted to: <i>Conference on Human Factors in Computing Systems 2022</i>	
RESEARCH EXPERIENCE	Research Assistant , Ewha Human-Computer Interaction Lab	Jun 2020 - Present
	<i>Supervised by Dr. Uran Oh</i> <ul style="list-style-type: none">• Conducted several research and projects regarding extended reality devices such as investigating the search behavior in virtual and mixed environments. [1, 2]• Designed various studies on investigating the difficulties people with visual impairments (PVI) face in real life and the ways to improve their independence. [1, 2, 3]	
PROJECTS	Virtual Science Lab , Ewha Human-Computer Interaction Lab	Jun 2020 - Present
	<ul style="list-style-type: none">• Currently implementing a virtual science lab to enable collaboration between teachers and students, while interacting with various science laboratory tools using Perception Neuron.• A national project funded by the Ministry of Education.	
	Understanding the Effects of Physical Interaction Types and Distance on the Performance of Target Selection Task , Ewha Human-Computer Interaction Lab	Mar 2021 - Aug 2021
	<ul style="list-style-type: none">• Investigated on the optimal distance of a target that is the most efficient to interact in both hand- and body-based interaction, in a mixed reality environment.• Planning on identifying the optimal size of a target in both interaction types for future work.	
	Mixed Reality Newspaper [demo1] [demo2]	Fall 2021
	<i>G17618 Special Topics in Human-Computer Interaction</i> <ul style="list-style-type: none">• Implemented a MR newspaper using Microsoft Hololens1, in order to provide newspapers for seniors who find it difficult to read digital news and to solve environment pollution.• Combined the positive features of a physical newspaper and of a digital newspaper to provide a friendly digitized newspaper for all types of people in various age range.	
	Mobile AR Interior Design Application [demo]	Spring 2021
	<i>G16703 Smart Computing</i>	

- Designed an Augmented Reality (AR) application that allows users to apply furniture on images of their actual rooms, using React Native and Android.

Capstone Design (Graduation) Project [pdf]

Spring & Fall 2019

Supervised by: Dr. Dongbo Min

- Created an unsupervised deep learning model to remove aliasing patterns that occur when taking pictures of computer monitors using cellphones.
- Published a short paper on the Ewha academic journal.

WORK EXPERIENCE

AI Research Intern, Medicisoft

Mar 2020 - Aug 2020

- Created an AI model that helps predicting the number of people who are from foreign countries and diagnosed with Covid-19.
- Developed an AI recommendation system for online math education platforms, under the management of Ministry of Education. South Korea.
- Was in charge of concluding a partnership contract with an international company in China, Megvii.

QA Trainee, Ahnlab, Inc

Aug 2018 - Feb 2019

- Performed quality assurance testing on multiple operating systems such as Windows, Linux or Unix before introducing the new version of V3 products.
- Participated in developing QA automation system using Python.

Software Engineering Intern, LUXROBO

Jul 2017 - Aug 2017

- Invented and implemented various coding games for children that can be played with the company's product (MODI) using C.

STUDENT VOLUNTEER

ACM SIGACCESS Conference on Computers and Accessibility

Oct2021

Human Computer Interaction Korea

Jan 2021

ACM Interactive Surfaces and Spaces Conference

Nov 2020

HONORS & AWARDS

Kiho Lee Scholarship (Academic Excellence Scholarship), Ewha Womans University

2021

Best Technical Paper Nomination, The 18th International Web for All Conference

2021

Outstanding Ewha Scientist Scholarship, Ewha Womans University

Spring & Fall 2021

Future Capability Development Scholarship, Ewha Womans University

2020

Student Independent Research Competition 2nd Prize, Information Technology Research Center

2020

Student Research Grant, Information Technology Research Center

2020

Outstanding Employee CEO Award, Medicisoft

2020

Dean's List, Ewha Womans University

Spring 2017, Spring 2018, Spring & Fall 2019

TEACHING EXPERIENCE

Teaching Assistant, Ewha Womans University

Mar 2021 - Jun 2021

CS10556 Fourth Industrial Revolution and Creative Convergence

- Instructor: Dr. Jaehee Yang, Dr. Hwanseung Yong
- Tutored basic Python and HTML programming for students.

SKILLS

Languages

- Korean (*native*)
- English (*proficient*)
 - GRE: Verbal 155, Quant 169, Writing 4.5 (Feb 2021)
 - TOEFL: Reading 28, Listening 30, Speaking 29, Writing 28, Total 115 (Aug 2021)

Techniques Unity, Pytorch, Tensorflow, JAVA, C/C++, Python, HTML, CSS, Javascript, React Native