

# Sohyeon Park

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INTERESTS	Human-Computer Interaction, Human-Centered Computing, Extended Reality, Accessibility	
EDUCATION	<b>Ewha Womans University</b> , Seoul, South Korea	Mar 2021 - Present
	<ul style="list-style-type: none"><li>• M.S. in Computer Science and Engineering</li><li>• Advisor: Dr. Uran Oh</li></ul>	
	<b>Ewha Womans University</b> , Seoul, South Korea	Mar 2016 - Feb 2021
	<ul style="list-style-type: none"><li>• B.S. in Computer Science and Engineering, <i>Magna cum laude</i></li><li>• Cumulative GPA: 3.82 / 4.30 (94.7%)</li></ul>	
PUBLICATIONS	[1] <b>Sohyeon Park*</b> (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%). <a href="#">[pdf]</a> <a href="#">[presentation video]</a>	
	[2] Soobin Park*, SeungA Chung*, <b>Sohyeon Park</b> , Kyungyeon Lee, Uran Oh. Improving Mealtime Experiences of People with Visual Impairments <i>Web4All 2021</i> . "Best Technical Paper" Nomination <a href="#">[pdf]</a>	
	[3] SeungA Chung*, Kyungyeon Lee, <b>Sohyeon Park</b> , Uran Oh. Investigating Three-dimensional Directional Guidance With Nonvisual Feedback with Target Searching Task. <i>Workshop on Mobile and Pervasive Assistive Technologies 2021</i> . <a href="#">[pdf]</a>	
PREPRINTS & MANUSCRIPTS	[4] <b>Sohyeon Park*</b> , 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	<b>Research Assistant</b> , Ewha Human-Computer Interaction Lab	Jun 2020 - Present
	<i>Supervised by Dr. Uran Oh</i> <ul style="list-style-type: none"><li>• Conducted several research and projects regarding extended reality devices such as investigating the search behavior in virtual and mixed environments. [1, 2]</li><li>• 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]</li></ul>	
PROJECTS	<b>Virtual Science Lab</b> , Ewha Human-Computer Interaction Lab	Jun 2020 - Present
	<ul style="list-style-type: none"><li>• Currently implementing a virtual science lab to enable collaboration between teachers and students, while interacting with various science laboratory tools using Perception Neuron.</li><li>• A national project funded by the Ministry of Education.</li></ul>	
	<b>Understanding the Effects of Physical Interaction Types and Distance on the Performance of Target Selection Task</b> , Ewha Human-Computer Interaction Lab	Mar 2021 - Aug 2021
	<ul style="list-style-type: none"><li>• 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.</li><li>• Planning on identifying the optimal size of a target in both interaction types for future work.</li></ul>	
	<b>Mixed Reality Newspaper</b> <a href="#">[demo1]</a> <a href="#">[demo2]</a>	Fall 2021
	<i>G17618 Special Topics in Human-Computer Interaction</i> <ul style="list-style-type: none"><li>• 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.</li><li>• 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.</li></ul>	
	<b>Mobile AR Interior Design Application</b> <a href="#">[demo]</a>	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, Web4All 2021

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