# 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
- M.S. in Computer Science and Engineering
- Advisor: Dr. Uran Oh

**Ewha Womans University**, Seoul, South Korea — Mar 2016 - Feb 2021
- B.S. in Computer Science and Engineering, *cum laude*
- Cumulative GPA: 3.82 / 4.30 (94.7%)

**HONORS & AWARDS**

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| **Outstanding Ewha Scientist Scholarship**, Ewha Womans University | 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 | 2017 Spring, 2018 Spring, 2019 Spring & Fall |

**PUBLICATIONS**

[1] **Sohyeon Park\***, Kyungyeon Lee, Uran Oh. Analysing the Visual Search Behavior Between Mixed Reality and Mobile Device. In preparation for: *International Symposium on Mixed and Augmented Reality 2021.*

[2] **Sohyeon Park\***, Kyungyeon Lee\*, Uran Oh. Designing Product Descriptions for Supporting Independent Grocery Shopping of People with Visual Impairments. *Late-Breaking Work, Conference on Human Factors in Computing Systems 2021* (Acceptance Rate: 39.0%). [pdf]

[3] Soobin Park\*, SeungA Chung\*, **Sohyeon Park**, Kyungyeon Lee, Uran Oh. Improving Mealtime Experiences of People with Visual Impairments *Web4All 2021*. "Best Technical Paper" Nomination [pdf]

[4] SeungA Chung\*, Kyungyeon Lee, **Sohyeon Park**, Uran Oh. Investigating Three-dimensional Directional Guidance With Nonvisual Feedback with Target Searching Task. *Workshop on Mobile and Pervasive Assistive Technologies 2021.* [pdf]

**RESEARCH EXPERIENCE**

**Research Assistant**, Ewha Human-Computer Interaction Lab — Jun 2020 - Present
Advised by Dr. Uran Oh
- Currently participating in 'Virtual Science Lab' which is a national project funded by the Ministry of Education in South Korea.
- Conducted several research and projects regarding extended reality devices such as investigating the search behavior in virtual and mixed environments. [1, 2]
- Conducted various research on investigating the difficulties people with visual impairments (PVI) face in real life and the ways to improve their independence. [1, 2, 3]

**TEACHING EXPERIENCE**

**Teaching Assistant**, Ewha Womans University — Mar 2021 - Present
CS10556 Internet and Social Computing
- Currently grading approximately 200 students' quiz scores every week.
- Currently tutoring basic Python and HTML programming for students who are lacking in their grades.

| WORK EXPERIENCE | **Student Volunteer**, ISS2020, HCI Korea2021 | Nov 2020, Jan 2021 |
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WORK
EXPERIENCE

**Student Volunteer**, ISS2020, HCI Korea2021 — Nov 2020, Jan 2021
- Personally assisted Dr. Justine Cassell with the overall management and communication throughout the conference (HCI Korea2021).

**AI Research Intern**, Medicisoft — Mar 2020 - Aug 2020
- Designed AI models that helps us predict the number of people who are from foreign countries, to be diagnosed with Covid-19.
- Participated in designing and developing an AI recommendation system for online math education platforms, which will be used in public schools in South Korea under the management of Ministry of Education.
- 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 2018
- Designed and implemented various coding games for children that can be played with the company's product (MODI) using C.

PROJECTS

**Virtual Science Lab**, Ewha Human-Computer Interaction Lab — Jun 2020 - Present
- A national project funded by the Ministry of Education which involves multiple universities participating.
- Implemented a virtual science lab for students to learn science, allowing them to collaborate with teachers and other students while interacting with various science laboratory tools, using Unity and Perception Neuron.

**G17618 Special Topics in Human-Computer Interaction** [demo1] [demo2] — Fall 2020 (Audit)
- Implemented a MR newspaper using Microsoft Hololens, 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, which are natural tangibility and inherent physical flexibility, and of a digital newspaper, which are allowing users to view dynamic multimedia content and to search.

**Capstone Design (Graduation) Project** [pdf] — Spring, Fall 2019
- Implemented an unsupervised deep learning model to remove aliasing patterns that occur when taking pictures of computer monitors using cellphones.
- Presented a short paper on the school research paper.

**CS36510 Virtual Reality and Interaction Techniques** [demo1] [demo2] — Fall 2019
- Designed and implemented a room escape game, where the player has to escape a room full of toxic chemicals by solving puzzles in a time restrained environment, using Unity and Google VR.

COMPETENCES

**Languages**  Korean (*native*), English (*proficient*)

**Techniques**  JAVA, C/C++, Python, HTML, CSS, Javascript, Unity, Android (React Native), Tensorflow, Pytorch