

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>cum laude</i>• Cumulative GPA: 3.82 / 4.30 (94.7%)	
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	2021 Spring & Fall
	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
PUBLICATIONS	Dean's List , Ewha Womans University	2017 Spring, 2018 Spring, 2019 Spring & Fall
	[1] Sohyeon Park* , Kyungyeon Lee, Uran Oh. Understanding the Effects of Physical Interaction Types and Distance on the Performance of Target Selection Task. In preparation for: <i>Poster Papers, International Symposium on Mixed and Augmented Reality 2021</i> .	
	[2] Sohyeon Park* , 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]	
	[3] Soobin Park*, SeungA Chung*, Sohyeon Park , Kyungyeon Lee, Uran Oh. Improving Mealtime Experiences of People with Visual Impairments <i>Web4All 2021</i> . "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. <i>Workshop on Mobile and Pervasive Assistive Technologies 2021</i> . [pdf]	
RESEARCH EXPERIENCE	Research Assistant , Ewha Human-Computer Interaction Lab	Jun 2020 - Present
	Advised by Dr. Uran Oh	
	<ul style="list-style-type: none">• 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 Fourth Industrial Revolution and Creative Convergence	
	<ul style="list-style-type: none">• 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
	<ul style="list-style-type: none"> Personally assisted Dr. Justine Cassell with the overall management and communication throughout the conference (HCI Korea2021). 	
	AI Research Intern , Medicisoft	Mar 2020 - Aug 2020
	<ul style="list-style-type: none"> 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, 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
	<ul style="list-style-type: none"> 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
	<ul style="list-style-type: none"> 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
	<ul style="list-style-type: none"> A national project funded by the Ministry of Education which involves multiple universities participating. Currently implementing a virtual science lab for students, 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)
	<ul style="list-style-type: none"> 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 and of a digital newspaper to provide a friendly digitized newspaper for all types of people in various age range. 	
	Capstone Design (Graduation) Project [pdf]	Spring, Fall 2019
	CS36510 Virtual Reality and Interaction Techniques [demo1] [demo2]	Fall 2019
	<ul style="list-style-type: none"> 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 (<i>native</i>), English (<i>proficient</i>)	
	Techniques JAVA, C/C++, Python, HTML, CSS, Javascript, Unity, Android (React Native), Tensorflow, Pytorch	