

# Sohyeon Park

[shpark911@ewhain.net](mailto:shpark911@ewhain.net) | [LinkedIn](#) | [Personal Webpage](#)

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>cum laude</i></li><li>• Cumulative GPA: 3.82 / 4.30 (94.7%)</li></ul>	
HONORS & AWARDS	<b>Kiho Lee Scholarship (Academic Excellence Scholarship)</b> , Ewha Womans University	2021
	<b>Best Technical Paper Nomination</b> , Web4All 2021	2021
	<b>Outstanding Ewha Scientist Scholarship</b> , Ewha Womans University	2021 Spring & Fall
	<b>Future Capability Development Scholarship</b> , Ewha Womans University	2020
	<b>Student Independent Research Competition 2nd Prize</b> , Information Technology Research Center	2020
	<b>Student Research Grant</b> , Information Technology Research Center	2020
	<b>Outstanding Employee CEO Award</b> , Medicisoft	2020
PUBLICATIONS	<b>Dean's List</b> , Ewha Womans University	2017 Spring, 2018 Spring, 2019 Spring & Fall
	[1] <b>Sohyeon Park*</b> , Kyungyeon Lee, Uran Oh. Analyzing the Effects of Hand-, and Body-based Interaction for Target Selection Task Performance in Mixed Reality. In preparation for: <i>International Symposium on Mixed and Augmented Reality 2021</i> .	
	[2] <b>Sohyeon Park*</b> , 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>	
	[3] 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>	
	[4] 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>	
RESEARCH EXPERIENCE	<b>Research Assistant</b> , Ewha Human-Computer Interaction Lab	Jun 2020 - Present
	Advised by Dr. Uran Oh	
	<ul style="list-style-type: none"><li>• Currently participating in 'Virtual Science Lab' which is a national project funded by the Ministry of Education in South Korea.</li><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>• 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]</li></ul>	
TEACHING EXPERIENCE	<b>Teaching Assistant</b> , Ewha Womans University	Mar 2021 - Present
	CS10556 Fourth Industrial Revolution and Creative Convergence	
	<ul style="list-style-type: none"><li>• Currently grading approximately 200 students' quiz scores every week.</li><li>• Currently tutoring basic Python and HTML programming for students who are lacking in their grades.</li></ul>	

WORK EXPERIENCE	<b>Student Volunteer</b> , ISS2020, HCI Korea2021	Nov 2020, Jan 2021
	<ul style="list-style-type: none"> <li>Personally assisted Dr. Justine Cassell with the overall management and communication throughout the conference (HCI Korea2021).</li> </ul>	
	<b>AI Research Intern</b> , Medicisoft	Mar 2020 - Aug 2020
	<ul style="list-style-type: none"> <li>Designed AI models that helps us predict the number of people who are from foreign countries, to be diagnosed with Covid-19.</li> <li>Participated in designing and developing an AI recommendation system for online math education platforms, under the management of Ministry of Education. South Korea.</li> <li>Was in charge of concluding a partnership contract with an international company in China, Megvii.</li> </ul>	
	<b>QA Trainee</b> , Ahnlab, Inc	Aug 2018 - Feb 2019
	<ul style="list-style-type: none"> <li>Performed quality assurance testing on multiple operating systems such as Windows, Linux or Unix before introducing the new version of V3 products.</li> <li>Participated in developing QA automation system using Python.</li> </ul>	
	<b>Software Engineering Intern</b> , LUXROBO	Jul 2017 - Aug 2018
	<ul style="list-style-type: none"> <li>Designed and implemented various coding games for children that can be played with the company's product (MODI) using C.</li> </ul>	
PROJECTS	<b>Virtual Science Lab</b> , Ewha Human-Computer Interaction Lab	Jun 2020 - Present
	<ul style="list-style-type: none"> <li>A national project funded by the Ministry of Education which involves multiple universities participating.</li> <li>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.</li> </ul>	
	<b>G17618 Special Topics in Human-Computer Interaction</b> <a href="#">[demo1]</a> <a href="#">[demo2]</a>	Fall 2020 (Audit)
	<ul style="list-style-type: none"> <li>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.</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>Capstone Design (Graduation) Project</b> <a href="#">[pdf]</a>	Spring, Fall 2019
	<ul style="list-style-type: none"> <li>Implemented an unsupervised deep learning model to remove aliasing patterns that occur when taking pictures of computer monitors using cellphones.</li> <li>Presented a short paper on the school research paper.</li> </ul>	
	<b>CS36510 Virtual Reality and Interaction Techniques</b> <a href="#">[demo1]</a> <a href="#">[demo2]</a>	Fall 2019
	<ul style="list-style-type: none"> <li>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.</li> </ul>	
COMPETENCES	<b>Languages</b> Korean ( <i>native</i> ), English ( <i>proficient</i> )	
	<b>Techniques</b> JAVA, C/C++, Python, HTML, CSS, Javascript, Unity, Android (React Native), Tensorflow, Pytorch	