

# 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 In preparation for: <i>Conference on Human Factors in Computing Systems 2022</i>	
	[5] <b>Sohyeon Park*</b> , Kyungyeon Lee, Uran Oh. Understanding the Effects of Physical Interaction Types and Distance on the Performance of Target Selection Task. Submitted in: <i>Poster Papers, International Symposium on Mixed and Augmented Reality 2021</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>• 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>	
	<b>Student Volunteer</b> , ASSETS 2021, HCI Korea 2021, ISS 2020	Oct 2021, Jan 2021, Nov 2020
WORK EXPERIENCE	<b>AI Research Intern</b> , Medicisoft	Mar 2020 - Aug 2020
	<ul style="list-style-type: none"><li>• Designed an AI model that helps predicting the number of people who are from foreign countries and diagnosed with Covid-19.</li><li>• Implemented 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 2017
	<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>Analyzing Netflix Data For Business Insights</b> [pdf]	Spring 2021
	<i>G14349 Data Warehousing</i>	
	<ul style="list-style-type: none"> <li>• Analyzed the Netflix content data to distinguish the types of content included in the Netflix repository and suggested business insights.</li> <li>• Implemented a data warehouse with Netflix data originated from Kaggle and performed the data queries using Google Bigquery.</li> </ul>	
HONORS & AWARDS	<b>Mixed Reality Newspaper</b> [demo1] [demo2]	Fall 2020 (Audit)
	<i>G17618 Special Topics in Human-Computer Interaction</i>	
	<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> [pdf]	Spring, Fall 2019
	<i>Supervised by: Dr. Dongbo Min</i>	
TEACHING EXPERIENCE	<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>• Published a short paper on the school research paper.</li> </ul>	
	<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
COMPETENCES	<b>Dean's List</b> , Ewha Womans University	2017 Spring, 2018 Spring, 2019 Spring & Fall
	<b>Teaching Assistant</b> , Ewha Womans University	Mar 2021 - Jun 2021
	<i>CS10556 Fourth Industrial Revolution and Creative Convergence</i>	
	<ul style="list-style-type: none"> <li>• Instructor: Dr. Jaehee Yang, Dr. Hwanseung Yong</li> <li>• Tutored basic Python and HTML programming for students.</li> </ul>	
	<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	