

Sohyeon Park

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INTERESTS	Human-Computer Interaction, Human-Centered Computing, Extended Reality, Accessibility	
EDUCATION	Ewha Womans University , Seoul, South Korea • B.S. in Computer Science and Engineering, <i>Magna cum laude</i> • Cumulative GPA: 3.82 / 4.30 (94.7%)	Mar 2016 - Feb 2021
PUBLICATIONS	<p>[1] Sohyeon Park* (Main Presenter), Kyungyeon Lee*, Uran Oh. (2021) 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> [pdf] [presentation video]</p> <p>[2] Soobin Park*, SeungA Chung*, Sohyeon Park, Kyungyeon Lee, Uran Oh. (2021) Improving Meal-time Experiences of People with Visual Impairments <i>The 18th International Web for All Conference</i> "Best Technical Paper" Nomination [pdf]</p> <p>[3] SeungA Chung*, Kyungyeon Lee, Sohyeon Park, Uran Oh. (2021) Investigating Three-dimensional Directional Guidance With Nonvisual Feedback with Target Searching Task. <i>Workshop on Mobile and Pervasive Assistive Technologies 2021</i>. [pdf]</p>	
PREPRINTS & MANUSCRIPTS	<p>[4] Sohyeon Park*, Kyulee Kim, Uran Oh. Understanding the User Preferences in the Types of Video Censorship. In Submission to the <i>Conference on Human Factors in Computing Systems 2022</i></p> <p>[5] Sohyeon Park*, Kyulee Kim*, Uran Oh. Exploring Input Devices for Supporting Virtual Magnet Experiments for Third Grade Students. <i>In Progress</i></p>	
RESEARCH EXPERIENCE	Research Assistant , Ewha Human-Computer Interaction Lab <i>Supervised by Dr. Uran Oh</i> • Conducting research in human-computer interaction, accessibility, and extended reality (XR) in order to improve the assistance for marginalized people and improve the application of XR. This includes application areas in aiding visually impaired individuals ([1,2,3]), search behavior in virtual environments ([1,2]), and education ([5]).	Jun 2020 - Present
SELECTED PROJECTS	Virtual Science Lab , Ewha Human-Computer Interaction Lab • Currently implementing a virtual science lab to enable collaboration between teachers and students, while interacting with various science laboratory tools using Perception Neuron. • A national project funded by the Ministry of Education. Understanding the Effects of Physical Interaction Types and Distance on the Performance of Target Selection Task , Ewha Human-Computer Interaction Lab • Conducted behavioral log analysis to understand users' behavior and performance when selecting a target that varies in distance with hand- and body-based interaction in a mixed environment. Mobile AR Interior Design Application [demo] <i>G16703 Smart Computing (Audit)</i> • Designed an AR application that allows users to apply furniture on images of their actual rooms, using React Native and Android. Mixed Reality Newspaper [demo1] [demo2] <i>G17618 Special Topics in Human-Computer Interaction (Audit)</i> • 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. • Combined the positive features of physical and digital newspapers to provide a friendly digitized newspaper for all ages of people.	<div>Jun 2020 - Present</div> <div>Mar 2021 - Aug 2021</div> <div>Spring 2021</div> <div>Fall 2020</div>

	Capstone Design (Graduation) Project [pdf]	Spring & Fall 2019
	<i>Supervised by: Dr. Dongbo Min</i>	
	<ul style="list-style-type: none"> 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. 	
	Virtual Escape Room [demo]	Fall 2019
	<i>CS36510 Virtual Reality and Interaction Techniques</i>	
	<ul style="list-style-type: none"> Designed and developed a VR-based system where the user needs to escape a warehouse filled with toxin by solving puzzles in a limited time, using Google Cardboard and Unity. 	
WORK EXPERIENCE	AI Research Intern, Medicisoft Mar 2020 - Aug 2020 <ul style="list-style-type: none"> Designed and implemented a prediction model to identify the number of people from foreign countries that will be diagnosed with COVID-19. Developed and tested an AI recommendation system for suggesting personalized education modules in online math education platforms for the Ministry of Education in South Korea. Led a partnership contract with Megvii, an international AI related company in China. 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"> 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 Oct 2021 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, The 18th International Web for All Conference 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 <i>CS10556 Fourth Industrial Revolution and Creative Convergence</i> <ul style="list-style-type: none"> Instructor: Dr. Jaehee Yang, Dr. Hwanseung Yong Tutored basic Python and HTML programming for students. 	
SKILLS	Languages <ul style="list-style-type: none"> Korean (<i>native</i>) English (<i>proficient</i>) Techniques Unity, Pytorch, Tensorflow, JAVA, C/C++, Python, HTML, CSS, Javascript, React Native	