Sohyeon Park

shpark911@ewhain.net | LinkedIn | Personal Webpage

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

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

Dean's List, Ewha Womans University — 2017 Spring, 2018 Spring, 2019 Spring & Fall

Publications

[1] **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] [presentation video]

[2] 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]

[3] 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]

Preprints & Manuscripts

[4] **Sohyeon Park***, Uran Oh. Understanding the User Preferences in the Types of Video Censorship In preparation for: *Conference on Human Factors in Computing Systems 2022*

[5] **Sohyeon Park***, Kyungyeon Lee, Uran Oh. Understanding the Effects of Physical Interaction Types and Distance on the Performance of Target Selection Task. Submitted in: *Poster Papers, International Symposium on Mixed and Augmented Reality 2021.*

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 - Jun 2021

CS10556 Fourth Industrial Revolution and Creative Convergence
- 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

- 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, 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

- 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

- 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.
- 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.

G14349 Data Warehousing [pdf] — Spring 2021

- Analyzed the Netflix content data to distinguish the types of content included in the Netflix repository and suggested business insights.
- Implemented a data warehouse with Netflix data originated from Kaggle and performed the data queries using Google Bigquery.

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 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

- 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.

Competences

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

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