

Haemin Ryu | Curriculum Vitae

My vision is to improve **human mobility experiences** by designing products with analyzed data and emerging technology to make more people access anywhere **without barriers, regardless of impairments and age**.
My interests rest at the intersection of **Human-Computer Interaction (HCI), Universal Design, Extended Reality, and Accessibility**.
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Education

Mar. 2014–Feb. 2020 Dual Degree Program Scholar

Graduated Dec. 2019 **B. S. in Computer Science**

Purdue University, Fort Wayne, IN, USA

Honors: PFW Top 50 (Annually recognizes 50 students for outstanding work and extracurricular achievements)

Graduated Feb. 2020 **B. E. in Computer Science**

Seoul Women's University, Seoul, South Korea

Honors: Merit-based Scholar with Highest Distinction (Full-ride tuition granted for two semesters)

Summa Cum Laude (3 of 71 students, in the top 1-5% of the Computer Science Major class)

Research Experience

2022 [2] **Menu interfaces to Avoid Disembodiment Situations in Virtual Reality**

Advisor: Dr. Beomjin Kim / Information Analytics and Visualization (IAV) Center

– Analyzed different Virtual Reality (VR) menu styles in Unity to investigate the method/design to improve the interaction between menu interfaces and users focused on user reactions to the disembodiment issue.

2020 [1] **Improvement to Pix2Code using Fast.ai: Automatic Generation of GUI with a Model Classification**

Advisor: Dr. Venkata Inukollu / Submitted to Student Research and Creative Endeavor Symposium 2020

– Demonstrated that automated deep learning model classification using Fast.ai can improve the accuracy and speed of the Pix2Code GUI Generation.

Selected Projects

Oct. 2021 [2] **PLUR: Online Platform for Physical Education Community for Individuals with Disabilities**

#Accessibility #Sports #Community

– Created a web app that uses local resources and crowdsourcing to make sports programs and facilities more accessible to individuals with disabilities.
– Developed scenarios for connecting differently abled children and young adults with verified local coaches, trainers, sports associations, and clubs to begin their journey in sports.

Aug. 2018–Apr. 2019 [1] **Indoor Navigation: Improved Accessibility for People with Disabilities** (Sponsor: )

#Accessibility #DataVisualization #Navigation #Beacon #DataAnalytics

– Leveraged hospital navigation data from beacon technology focused on the patient experience to provide a more accessible hospital visit experience for patients with disabilities.
– Designed a data analytics web application to discover heavy/light usage facilities and routes at the hospital and improved mobile application navigation to assist patients.
– Built a web interface that visualizes interactive data analytics and displays employee administration management systems using Angular 7, TypeScript, and HTML/CSS/JavaScript.

Professional Experience

Jan. 2020–Present **Software Developer**

Cirrus ABS Corporation (MarketSnare), Fort Wayne, IN, USA

– Delivered a local marketing web platform, MarketSnare, which meets multi-location business needs with centralized management, localization, and customization for various regions to +25 nationwide clients.
– Developed web solutions with the MarketSnare software platforms using the Microsoft ASP.NET framework, C#, XML, XSLT, JSON, HTML/CSS/JS, API integrations, Database management, and Web Server Technologies.

Awards & Honors

🏆 Academic Conferences 🏆 Scholastic Distinctions 🧑‍🤝🧑 Team Projects

- Oct. 2022 **ACM UIST Travel Grant** 🏆, Association for Computing Machinery (ACM) Office of SIG Services, USD 1,338
- Oct. 2021 **Hack for Humanity** 🏆 – Top 7 Finalist of 59 worldwide competitors, Arizona State University
- Feb. 2021 **Flipping Finance Challenge** 🏆 – 1st & 2nd Places of 120 participants, Indiana Bond Bank, USD 270
- Feb. 2020 **Student Mentoring Workshop** 🏆, IEEE/ACM ICSE Conference, USD 500
- Oct. 2019 **Purdue Student Travel Fund Grant for IEEE/ACM ASE Conference** 🏆, Purdue Global, USD 1,164.83
- May. 2019 **Capstone Design Project Excellence Award** 🏆 – 2nd Place, Purdue FW Dept. of Computer Science
- Apr. 2019 **Purdue Fort Wayne Top 50 Award** 🏆, Purdue FW Top 50 Committee, Office of Admissions
- 2018, 2019 **Dean's List & Semester Honors List** 🏆, Purdue FW Engineering, Technology, and Computer Science
- 2018, 2019 **Dual Degree Program Scholarship** 🏆, SWU Division of International Affairs, 2-year Full-ride tuition
- Nov. 2015 **Creative Idea Competition Award** 🏆 – 1st Place, SWU Creative Center, KRW 300,000 (USD 279)
- 2014, 2015 **Merit-based Scholarship** 🏆, SWU College of Informatics & Media, 2-semester Full-ride tuition
- Jul. 2015 **LIKELION Ideathon** 🏆 – Top 10 out of 110 projects with over 500 college students in Korea, LIKELION

Presentations & Lectures

- Apr. 8th, 2022 **Ryu, H. (2022). UX Design for Web Developers.** University of Illinois Web Conference, University of Illinois, Champaign, IL (Virtual). April 6–8, 2022.
- Dec. 13th, 2019 **Ryu, H. (2019). Journey to Conference on Automated Software Engineering.** Guest Lecture for CS 36000 Software Engineering, Purdue University, Fort Wayne, IN. December 13, 2019.

Panels

- Dec. 7th, 2022 **Professional Panel**, CS 46700 Project Management, Purdue University, Fort Wayne, IN. Department of Computer Science
- Nov. 28th, 2022 **CS Mixer Event Alumni Panel**, Purdue University, Fort Wayne, IN. Department of Computer Science
- Apr. 15th, 2022 **Q & A with Alumni Panel**, Purdue University, Fort Wayne, IN. College of Engineering, Technology & Computer Science
- Apr. 12th, 2021 **ETCS Internship Panel**, Purdue University, Fort Wayne, IN. College of Engineering, Technology & Computer Science
- Nov. 20th, 2019 **"A Day in their Shoes" Simulation with Panel Discussion**, Purdue University, Fort Wayne, IN. Office of International Education

Teaching Experience

Teaching Assistant, Department of Computer Science; Purdue University Fort Wayne

- Fall 2018–Fall 2019 **CS 36000 Software Engineering**
- Summer 2019 **CS 16000 Intro to Computer Science I (Java Programming)**
- Tutoring, Department of Computer Science; Seoul Women's University & Purdue University Fort Wayne
- Fall 2018–Spring 2019 **Analytic Geometry and Calculus I & II for college students**, Core Academic Skills Assessment (CASA)
- Spring 2016–Fall 2016 **Programming education for elementary school students**, Play with Software by NAVER Connect Fdn.

Volunteering & Extra Curricular

- 2020–2022 Student Volunteer at **UIST 2020 & 2021 & 2022, CHI 2021, ICSE 2020, ACM International Conference**
- Aug. 2021–Mar. 2022 UX/UI Designer for **Seed Fund Initiative Project**, United Nations SDSN Global Youth
- Aug. 2021–Oct. 2021 **Lead Like a Girl Challenge Project for Young Women Leaders**, Go Laadli
- 2018–2020 Event Organizer for **Global Game Jam (2020), ACM-PFW (2018–19), BIG Event: Student-led service (Spring 2018&2019), Club Seoul: Korean Student Association (2018–19), New Student Orientation (Summer 2018&2019)**
- 2014–2017 Outreach Volunteer **What? Accessibility Support, English-Korean Translation, Delivery, Mural Painting, Poster Design, ... Where? Dongan Disabilities Retreat, Good Neighbors I'm your PEN, Coal Briquettes for Neighbors, Into Dreams and People Youth Volunteers for Philippine Disaster recovery by the Ministry of Gender Equality and Family of Korea and Korea Rotary Youth Association, and more...**
- 2014 Student Council for **Department of Computer Science at Seoul Women's University**