

Myles Brand Hall #255,
901 E 10th Street,
Bloomington,
IN 47408, USA

EDUCATION	<p>Indiana University Bloomington, Indiana, USA <i>Ph.D. student in Informatics (Health Informatics)</i> Advised by Dr. Christina C. F. Chung</p> <p>Sogang University, Seoul, Korea <i>M.A.S (Master of Arts and Science)</i>, Department of Arts and Technology. Thesis: Interactive Photograph that enhances social presence Advised by Dr. Jusub Kim</p> <p>Chung-Ang University, Seoul and Gyeonggi, Korea <i>Bachelor of Fine Art</i>, Department of Photography, <i>Cum Laude</i></p>	<p>Aug. 2020 - Present</p> <p>Feb. 2018</p> <p>Feb. 2015</p>
PUBLICATIONS	<p>Ha, S. W., Kim, J. (2020). Designing a Scalable, Accessible, and Effective Mobile App Based Solution for Common Mental Health Problems. <i>International Journal of Human-Computer Interaction</i>, 1-14</p> <p>Ha, S. W., Kim, J. (2019). I-Portrait: An Interactive Photograph System for Enhancing Social Presence. <i>International Journal of Human-Computer Interaction</i>, 35(20), 1906-1913</p> <p>Boa, R., Ha, S. W., and Seo, J. (2017). A Comparative Study of Immersiveness in Monet's Impressionism Exhibition and Van Gogh Inside: Festival of Light and Music through an Empirical Approach. <i>Journal of Korea Multimedia Society</i> 20.4, 686-695</p>	
PRESENTATIONS	<p>Ha, S. W., Kim, J. (2018). Interactive Photograph that enhances emotional bonding. <i>Proceedings of HCI Korea</i>, 712-715</p>	
RESEARCH	<p>Spring: a Scalable, Accessible, and Effective Mobile Application Mar. 2019 - Mar. 2020 Advisor: Dr. Jusub Kim — Sogang University</p> <ul style="list-style-type: none"> Analyzed quantitative data from clients and therapists to investigate efficacy of the app and UX design using SPSS Scrutinized qualitative data from clients and therapists <p>I-Portrait: Interactive Photography Advisor: Dr. Jusub Kim — Sogang University</p> <ul style="list-style-type: none"> Spearheaded the development of an interactive photography system adding touch interactions, voice interactions, facial expression interactions, and gesture interactions Aided in the design of user experience to enhance social presence between users and virtual persons Examined the system with social presence questionnaires <p>Vivot: Robotics Simulator for Designer LG Electronics, South Korea Advisor: Dr. Jusub Kim — Sogang University</p> <ul style="list-style-type: none"> Designed facial expressions and specific motions for CLOi, presented at CES 2017 and 2018, with Maya, Adobe Photoshop, Adobe Premiere, and Adobe After Effects Developed a simulator for designers to investigate various UI with suggested motions and user customized motions 	<p>Jan. 2017 - Feb. 2018</p> <p>Sep. - Dec. 2017</p>

RESEARCH EXPERIENCE	Feelin: Emotion Feedback system	Mar. - Jun. 2017
	AfreecaTV, South Korea	
	Advisor: Dr. Jusub Kim and Prof. Kanghyun Kwon — Sogang University	
	<ul style="list-style-type: none"> • Researched user experience in AfreecaTV (Livestreaming media in Korea) • Developed distinct emotional Feedback system to enhance emotional attachment between a streamer (or a creator) and users using facial expression recognition 	
	After You: VR Funeral Experience	Mar. - Jun. 2016
	Advisor: Prof. Noah Shibley — Sogang University	
	<ul style="list-style-type: none"> • Developed 'After you' in Unreal Engine to create reallife experience for users to experience a funeral • Designed scenarios and characters in 'After you' using Adobe Fuse and Maya 	
	Digital Odyssey: Natural History Theme Park	Nov. 2015 - Apr. 2016
	CJ Powercast, South Korea	
	Advisor: Dr. Boa Rhee — Sogang University and ChungAng University	
	<ul style="list-style-type: none"> • Researched the content, design and user experience flow at current natural history museums in other nations (i.e. US, UK) • Designed concept and expected scenes of new concept of Natural History Theme Park in South Korea • Collaborated with CJ Powercast to design expected scenes of future Natural History Theme Park 	
TEACHING EXPERIENCE	Researcher	
	Creative Computing Group	Mar. 2019 - Mar. 2020
	Advisor: Dr. Jusub Kim	
	Research Assistant	
	Future Lab, Sogang University	Nov. 2015 - Jun. 2018
	Creative Computing Group	Sep. 2016 - Jun. 2018
	Advisor: Dr. Jusub Kim	
	Digital Heritage and Immersive Media Group	Nov. 2015 - Aug. 2016
	Advisor: Dr. Boa Rhee	
	Associate Instructor	
	Indiana University Bloomington	Aug. 2020 - Present
	<ul style="list-style-type: none"> • Provided assistance to professors and supported students 	
	I123: Data Fluency, Dr. Samantha Wood	Fall Semester, 2020
	Teaching Assistant	
	Sogang University	2016
	<ul style="list-style-type: none"> • Provided assistance to professors, supported students, and maintained communication between professors and students in following university courses 	
	Web Studio, Dr. Yongsoon Choi	Fall Semester, 2016
	Visual Storytelling, Professor Sangyong Kim	Fall Semester, 2016
	Web Studio, Dr. Yongsoon Choi	Spring Semester, 2016
	Storytelling Workshop, Professor Sangyong Kim	Spring Semester, 2016
	Photography Class	
	<ul style="list-style-type: none"> • Provided assistance to teachers and performed academic tutoring. 	

	Naver Corporation	2015
	Doosan Corporation	2012
WORK EXPERIENCE	Coordinator	
	PhotoIreland Festival	2015
	<ul style="list-style-type: none"> • Provided assistance to Korean artists to exhibit their works • Collaborated closely with artists from Ireland to help translate and properly exhibit their works • Coordinated the exhibitions with Ireland artists and mediated communication between curators and Korean artists for the festival 	
	Aarhus Photobook Week	2014
	<ul style="list-style-type: none"> • Collected Korean artists' books to display at the exhibition • Translated Korean artists' statements to depict their thoughts and expressions to viewers at the exhibition 	
	Curator Assistant	
	National Museum of Modern and Contemporary Art, South Korea	2014
	<ul style="list-style-type: none"> • Explained artists' works to the public and provided assistance to artists • Spoke with the public regarding the artists' work 	
HONORS AND AWARDS	Academic Scholarship	2017
	The Students' Union Scholarship	2017
	Grand Prize, Minister of Korean Ministry of Science and ICT Award	2016
	Department Honor Scholarship	2014
	Department Secondary Honor Scholarship	2014
	Work Study Scholarship	2011
	Academic Achievement Scholarship	2010 - 2014
SKILLS	HCI Research Methodology: Quantitative Research, Qualitative Research Languages: C#, ObjectC, Swift, Python, JavaScript HTML, CSS, \LaTeX . Prototyping Tools: Arduino, Processing, Unity 3D, Unreal Engine, Sketch. Design Tools: Adobe Photoshop, Adobe Fuse, Maya. Videography Tools: FinalCut Pro, Adobe Premiere.	
INTERESTS	Health Informatics; Human-Computer Interaction; Assistive Computing; Affective Computing	
ORGANIZATION MEMBERSHIPS	HCI Society of KOREA; Intelligent Service Robotics (KOREA Robotics Society); KOREA Multimedia Society	