



Yunjeong Lee

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Education

Gwangju Institute of Science and Technology (GIST)

Gwangju, Korea | Mar 2020 - Aug 2024

- BA in Life Science (Advisor: Prof. Youngsoo Jun)
- Minor in Psychology
- TGPA 3.76/4.50 (Psychology 4.36/4.50)

Korea University

Seoul, Korea | Sep 2022 - Dec 2022

- Student Exchange Program
- GPA 4.20/4.50

Boston University

Boston, USA | Jul 2022 - Aug 2022 (6 weeks)

- 2022 Summer Session Study Abroad Program
- GPA 4.00/4.00

Skill

Computer Languages

C++ (Intermediate-Low)

Statistical Tools

R (Advanced), SPSS (Intermediate-High)

Experimental Softwares

PsychoPy (Advanced), Pavlovia (Advanced), Linger (Proficient)

Languages

Korean (Native), English (Intermediate), German (Basic)

Certification

Advanced Data Analytics Semi-Professional (ADsP)

Research Experience

Sylvanus - Increasing resilience and reducing trade-offs during forest transformations

Karlsruhe, Germany | Aug 2024 - Feb 2025

Karlsruhe Institute of Technology (KIT) | Prof. Somidh Saha

Intern, Korea-Germany Junior Research Fellowship Program

Conducted research on nature-based solutions (NbS) to enhance social-ecological resilience by comparing public perceptions of urban green spaces (UGS) in Germany and South Korea

Language, Cognition, & Brain Lab

Gwangju, Korea | Jul 2021 - Aug 2022, Mar 2023 - Aug 2024

Gwangju Institute of Science and Technology (GIST) | Prof. Wonil Choi

Intern, Undergraduate student internships

Conducted research on human emotional and cognitive processing in language-related tasks, including:

- Emotional processing during natural reading
- Auditory stimulus processing differences between English L1 and L2 speakers
- Lexical quality assessment of Korean-English L2 speakers
- Recognition of ambiguous content with or without contextual headings

Linguistic Psychology Laboratory

Seoul, Korea | Sep 2022 - Dec 2022

Korea University | Prof. Kichun Nam

Intern, Undergraduate student internships

Reviewed the phonological and orthographic neighborhood effects in Korean word recognition

Award

1st Prize, 2023 Nexon-GSOK Academic Paper Contest

Busan, Korea | Nov 2023

- National contest on creative and practical research related to games, society, economy, and culture
- Conducted a study titled "How Visual and Auditory Effects Affect User Experience in Visual Novel-Style Games: an Eye-Tracking Study from the 'Blue Archive'"
- Role: First author - Served as team leader, designed the experiment, and supervised the full manuscript development
- article: <https://www.newsworker.co.kr/news/articleView.html?idxno=308999>

Honor

Korea-Germany Junior Research Fellowship Program

Max Planck POSTECH/Korea Research Initiative (MPK)

Aug 2024 - Mar 2025

Korean Government Scholarships

Gwangju Institute of Science and Technology (GIST)

Mar 2020 - Aug 2024

Scholarship for Academic Excellence

Gwangju Institute of Science and Technology (GIST)

Mar 2022 - Dec 2023

Publication

Published Paper

Baek, H., Lee, Y., & Choi, W. (2023). Proficiency versus lexical processing efficiency as a measure of L2 lexical quality: Individual differences in word-frequency effects in L2 visual word recognition. *Memory & Cognition* 51, 1858-1869. <https://doi.org/10.3758/s13421-023-01436-0>

- Role: Second author - Analyzed data and proposed a new approach to measuring L2 lexical quality

Manuscript under revision

Lee, Y., & Choi, W. Effects of Contextual Emotion on Word Recognition during Reading. Under revision for resubmission to *Korean Journal of Cognitive and Biological Psychology*

- Role: First author - Independently conducted entire research process including experimental design, data analysis, and full manuscript writing (introduction, results, and discussion sections)

Son, J., Lee, Y., Kramer, C., & Saha, S. Perceptions of cultural ecosystem services from urban green spaces: a comparative study of Korea and Germany. Under revision for resubmission to *Basic and Applied Ecology*

- Role: Second author - Contributed to data analysis and assisted in writing the results section

Project

Visual Novel UX Research (Cognitive Psychology)

- Investigated the impact of visual and auditory effects on user experience in a visual novel game using eye-tracking and behavioral methods