JUN SIK PARK

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WORK EXPERIENCE

University of Washington, Seattle   **Sep. 2018 – Apr. 2020**
Research Assistant, Human and Systems (HAS) Lab
- Designing a virtual construction environment for the experimental setting.
- Performing the study to investigate the effect of visual acuity, brightness, and color on a perceptual error at the construction worksites.
- Modeling data to find how visual acuity significantly affect workers' perception.

Soongsil University, South Korea   **Mar. 2017 – Aug. 2018**
Research Assistant, Human-Computer Interaction & Usability Lab
- Designing and performing augmented reality (AR) -based assembly line to improve the usability of the AR application.
- Performing the study on the effect of virtual reality on perceived tactile emotions and presented the results at an international conference in Japan.

Teaching Assistant, Industrial Engineering Department
- Teaching Assistant for 'Human-Computer Interactions' & 'C Programming' for undergraduate classes.
- Prepared materials and grading assignments for the classes.

Intern, Creative Engineering Center
- Facility maintenance.
- Scheduled and supervised center event.
- Prepared materials and tutorials for facility items.

EDUCATION

UNIVERSITY OF WASHINGTON, Seattle, WA, USA   **Jun. 2020**
Master of Science in Industrial & Systems Engineering

SOONGSIL UNIVERSITY, South Korea   **Feb. 2017**
Bachelor of Science in Industrial Engineering

EXTRACURRICULAR ACTIVITIES

Guest Instructor, Human Performance Modeling   **Feb. 2020**
- Invited as a guest instructor at the 'Human Performance Modeling' graduate class to introduce tutorials for Electromyography (EMG) device.

Human Factors and Ergonomics Society (HFES)   **2018-2020**
Student Member, University of Washington

Oversea Volunteering
- Volunteered for the disaster recovery in Philippines   Jun. 2014 – Aug. 2014
- Volunteered for the house painting at the disaster place in Malaysia   Jun. 2015 – Aug. 2015
- Volunteered for the support team for the Kenya volunteers   Jun. 2016 – Aug. 2016

SKILLS

Programming Skills: Python, R Programming, Matlab, C/C++/C#, HTML, CSS, JavaScript, SQL, AMPL
Technologies: Unity3D, PhotoShop, Premiere, AxureRP, SQLite, Bizagi (BPMN modeler), Arena