

JUN SIK PARK

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WORK EXPERIENCE

University of Washington, Seattle

Sep. 2018 – Apr. 2020

Research Assistant, Human and Systems (HAS) Lab

- Designed and built a virtual construction environment.
- Performed the study to investigate the effect of visual acuity, brightness, and color on a perceptual error at the construction worksites.
- Modeled data using the statistical approaches and found visual acuity significantly affect workers' perception.

Soongsil University, South Korea

Mar. 2017 – Aug. 2018

Research Assistant, Human-Computer Interaction & Usability Lab

- Designed and built an augmented reality (AR) -based assembly line guideline application.
- Designed a study to improve the usability of the AR application for the assembly line.
- Researched on the effect of virtual reality on perceived tactile emotions.

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

Overseas 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

Technologies: Unity3D, PhotoShop, Premiere, AxureRP