Kyungyeon Lee

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EDUCATION

Ewha Womans University, Seoul, South Korea 03/2016 - 03/2021

- Bachelor of Science in Computer Science and Engineering

INTERESTS

Human-Computer Interaction, Human-Centered computing, End-User programming, Accessibility

PUBLICATIONS

[1] **Kyungyeon Lee***, Yeonji Kim*, Uran Oh. Understanding Interactive and Explainable Feedback for Supporting Non-Experts with Data Preparation for Building a Deep Learning Model. *International Journal of Advanced Smart Convergence 2020.* [pdf]

[2] SeungA Chung, **Kyungyeon Lee**, Uran Oh. Investigating Three-dimensional Directional Guidance With Nonvisual Feedback with Target Searching Task. *International Symposium on Mixed and Augmented Reality 2020 Poster.* [pdf] [demo]

PREPRINTS & MANUSCRIPTS

[3] Soobin Park, SeungA Chung, **Kyungyeon Lee**, Uran Oh. Understanding the Experiences During Meals of People with Visual Impairments: A Qualitative Study. *Under review at Conference on Human Factors in Computing Systems 2021.* [pdf]

[4] SeungA Chung, **Kyungyeon Lee**, Sohyeon Park, Uran Oh. Investigating Three-dimensional Directional Guidance With Nonvisual Feedback with Target Searching Task. *Under review at Workshop on Mobile and Pervasive Assistive Technologies 2021.* [pdf]

[5] **Kyungyeon Lee**, SeungA Chung, Uran Oh. OverIT: An Interactive Overlay for Touchsceen-based UI Customization with a Programming by Demonstration. *Preprint.* [pdf] [demo] [code]

[6] **Kyungyeon Lee**, Sohyeon Park, Uran Oh. Assisting People with Visually Impairment in Grocery Shopping Using Mixed Reality. *In preparation for a submission to Web4All 2021.*

EXPERIENCES

Research Assistant, *Ewha HCI Lab* 01/2019 - present

Supervised by Prof. Uran Oh

- Developed a machine learning data preparation tool with interactive and explainable features and analyzed the effects of each feature on the general person's understanding of machine learning [1].
- Developed OverIT, a programming-by-demonstration system that enables users to customize interfaces to improve the user experience of one-handed interaction with touchscreen devices [5].
- Participated in various projects studying accessibility for people with visual impairment (PVI) with extended reality.
  - Project 1: Conducted a study under 6 different feedback designs to understand the effects of different nonvisual feedback for 3D directional guidance [2], [4]. Played a role as a poster presenter on *ISMAR 2020*.
  - Project 2: Investigated the difficulties that PVI experience when shopping groceries in offline such as in department stores or wholesale marts and conceptualized/implemented the optimal help model with mixed reality [6].
  - Project 3: Conducted a qualitative study to understand the eating experiences and difficulties of PVI [3].

Teaching Assistant, *CS11205 Computational Thinking and Problem Solving* 03/2020 - 07/2020

- Covered basic Python programming and basic algorithm.
- Ran Q&A sessions every twice a week with over 70 students and graded their assignments.

Undergraduate Mentee, *IBM Korea* 07/2018 - 01/2019

Supervised by SG Lee and Anna Choi

- Designed and implemented project Achat which helps to manage users' collaboration work more systematically.
- Won IBM CEO Award in Hanium contest and gave a poster presentation on Hanium 2018 [demo].
- Performed as a lead programmer: developed an Android application, real-time socket program, and Raspberry Pi based smart system.

Student Volunteer, *ISMAR 2020*

EMPLOYMENT

Research Intern, *CyberLogitec* 10/2020 - present
- Constructing additional health care data for the training of artificial intelligence which helps cancer diagnosis.
- Conducting the preprocessing stage of extracting metadata of DICOM (Digital Imaging and Communications in Medicine).

Software Engineer, *Innertainmnet* 03/2020 - 06/2020
- Developed machine learning content recommendation service application based on user interests.
- Implemented a recommendation system using TF-IDF and word2vec.

Co-founder, Software Engineer, *Startup-Giljabi* 03/2016 - 03/2017
- Conceptualized chat application for travelers who are travel alone and want online guidance.
- Managed and developed the server which connected mobile users and web users in real-time.

PROJECTS

CS20480 Artificial Intelligence [paper] Spring 2020
- Improved the full-text corpus of Genomics & Informatics by semi-automatically detecting and correcting PDF-to-text conversion errors and optical character recognition errors.

CS35913 Human-Computer Interaction [demo] Fall 2019
- Conducted user, task, and domain analysis, and developed a web application for various art lovers.

CS36510 Virtual Reality and Interaction Techniques [demo] Fall 2019
- Implemented a virtual museum that can interact with 3D objects by using C#, Unity, Oculus VR.

CS20494 Computer Graphics [code] Fall 2018
- Designed and implemented a ray tracer using OpenGL and C++.
- Won 1st place in the final project.

AWARDS

Student Research Grant, Information Technology Research Center 2020

Dean's List, Ewha Womans University 2019

Graduation Project Competition 1st Prize in Research Track, Ewha Womans University 2019

Future Capability Development Scholarship, Ewha Womans University 2019

IBM CEO Award, IBM Korea 2018

Finalist of Hanium Constest, Ministry of Science and ICT 2018

Tech Idea Hackathon Prime Pitch Day 3rd Prize, Ewha Womans University 2018

Academic Scholarship for Freshmen, Ministry of National Defense 2017

COMPETENCES

Languages korean (*native*), English (*proficient*)

Techniques
- Programming: Java, Android (Java, Kotlin), C/C++, C#, Python, PHP, HTML, CSS, Javascript, R
- Deep Learning Framework: Tensorflow, Pytorch

REFERENCES

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