

Jeongwon Moon

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Education	Seoul National University , Seoul, Korea, Republic of Undergraduate Major: Computer Science and Engineering + Textiles, Merchandising and Fashion Design	Mar 2013 ~ Feb 2021
Field of Interest	Leveraging wearables to sense user context for implicit/ explicit interactions: Wearable Application, Interaction Technique, Context-driven Interaction, Smart Environment, Internet of Things, Pervasive Computing	
Academic Experience	Human-centered Computer Systems Lab , Seoul National University Research Intern Advisor: Prof. Youngki Lee <ul style="list-style-type: none">Designed and implemented a user context-aware Mixed Reality system that allows user to be immersed inside virtual environment, while also retaining access to real-world objects.Incorporated various sensor data and sensing technique to track the user's activity and the physical surrounding.Conducted an internal pilot study to find out the specs of our implementation.	Jan 2020 ~ Oct 2020
Industrial Experience	Sendbird , Seoul, Korea Software Engineer <ul style="list-style-type: none">Developed and maintained iOS SDK for real-time messaging and live video streaming.Handled optimizations for various scenarios, such as handling a couple million simultaneous network requests.	June 2021 ~ Present
	LG Electronics IoT Technologies Group , Seoul, Korea Software Engineer <ul style="list-style-type: none">Designed and prototyped LG ThinQ for Apple Watch.Prototyped a new watch-based feature "prior notification" that leverages multiple sensors to track a user's activity and location to timely prompt the user to remotely turn on/off the home appliances.This feature was selected as a solution to low user engagement rate, and successfully convinced the group's leadership to launch the service on Apple Watch.	Jan 2021 ~ April 2021
Scholarships	Merit Based Scholarship , Seoul National University Merit-based undergraduate scholarship	2013, 2014, 2015, 2016, 2017
Activities & Projects	Apple Charts , Personal project <ul style="list-style-type: none">Designed and developed a Swift open-source library that provides charts seen on Apple's native apps.Customizable, animatable, and scrollable.	Ongoing

- Voice Diary**, Personal project Ongoing
- Designed and developed an iOS app that lets users keep diaries through voice recognition.
 - This project is also a proof-of-concept for experimenting on how voices can be utilized on wearables.

- Flowi**, Personal project, downloadable on App Store 2021
- Designed and developed an iOS app that visualizes the statistics of a user's music library.

- Cisum**, Term project for *Mobile Computing and Its Applications* 2020
- Designed and developed an iOS application that recommends music playlist catered to the user's context (activity+time).
 - Upon playing of a next track, the user's current activity (e.g. driving, walking, running, static) and time are collected, and is used to generate a personal context-aware playlist.
 - This project is also a proof-of-concept for experimenting on how motion recognition can be utilized on wearables.

- Raum**, Term project for *Human-centered Wearables Development* 2020
- Designed and developed a watchOS app for patients with a heart condition.
 - Alerts the user to workout if the user's heart rate hasn't reached a threshold for more than a week.

Skills

Languages

Korea (Native), English (Professionally Fluent)
 TOEFL iBT: Reading - 30 / Listening - 30 / Speaking - 29 / Writing - 20 (Sept 2020)

Programming Frameworks

Mobile Development: Objective-C, Swift
 Web Development: React.js, Django
 Machine Learning: Python, PyTorch

Online Courses

ML@Coursera
 Deep Learning Specialization@deeplearning.ai

Design Tools

Figma, Adobe Photoshop, Final Cut Pro