Jeongwon Moon

230 Jeongja il-ro, Bundanggu, Seongnam, 13555, Korea, Republic of
lookdeceline.github.io • celine@snu.ac.kr • (+82) 10 2711 7010

Education

Seoul National University, Seoul, Korea, Republic of
Undergraduate
Double 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
• Designed and implemented a user context-aware Mixed Reality system that allows users to be immersed inside virtual environment, while also retaining access to real- world objects.
• Incorporated various sensor data and sensing technique to track the users' 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
• 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.

Jun 2021 -
Present

LG Electronics IoT Technologies Group, Seoul, Korea
Research and Development Engineer
• 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 -
Apr 2021

Scholarships

Merit Based Scholarship, Seoul National University
Merit-based undergraduate scholarship

2013, 2014,
2015, 2016,
2017

Activities & Projects

Apple Charts, Personal project
• Designed and developed a Swift open-source library that provides charts seen on Apple's native apps.
• Customizable, animatable, and scrollable.

Ongoing

LaLa, 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.
• The app sorts the user's entire music listening history by genre, artists, time periods, and individual tracks.

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 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
Korean (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, Gatsby.js, Django Machine Learning: Python, PyTorch

Online Courses
ML@Coursera
Deep Learning Specialization@deeplearning.ai

Design Tools
Figma, Adobe Photoshop, Final Cut Pro