Nahyun Kwon

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Research Interests (Slides)

Human-Computer Interaction, Interactive System, Human-in-the-Loop

I design and develop AI-powered interactive systems to make technologies that change fast and require time to get knowledge more understandable and easy to explore for novices or inexperienced users. I wish to design interactive systems to make visual information more understandable and accessible for people. I design the DL model architectures to address real-world HCI problems especially on accessibilities, difficulties in using technologies, etc.

EDUCATION

Texas A&M University

TX, USA

Ph.D. Student - Computer Science, Advisor: Dr. Jeeeun Kim, Co-advisor: Dr. Shu Kong

Sep 2020 - Present

Ewha Womans University

Seoul, Korea

B.S. - Computer Science, Advisor: Dr. Uran Oh

Mar 2015 - Feb 2020

Publications

- [Under Review] Weedle: Towards Seamless, Composable, and Exploratory NLP on Computational Notebooks Nahyun Kwon, Hannah Kim, Sajjadur Rahman, Dan Zhang, Estevam Hruschka. Submitted to IUI'23.
- [Under Review] 3DPFIX: Community-Augmented AI-driven Design for Remote Novice's 3D Printing Troubleshooting. Nahyun Kwon, Tong Sun, Yuyang Gao, Liang Zhao, Xu Wang, Jeeeun Kim, Sungsoo Ray Hong. Submitted to CSCW'22. Poster
- Multi-ttach: Techniques to Enhance Multi-material Attachments in Low-cost FDM 3D Printing. Nahyun Kwon*, Himani Deshpande*, Md Kamrul Hasan, Aryabhat Darnal, Jeeeun Kim. In Proceedings of ACM Symposium on Computational Fabrication (SCF'21)
- Touch Screen Exploration of Visual Artwork for Blind People. Dragan Ahmetovic, Nahyun Kwon, Uran Oh, Cristian Bernareggi, Sergio Mascetti. In Proceedings of the Web Conference 2021 (WWW'21)
- Supporting a Crowd-powered Accessible Online Art Gallery for People with Visual Impairments: A Feasibility Study. Nahyun Kwon, Yunjung Lee, Uran Oh. Universal Access in the Information Society (2021)
- 3D4ALL: Toward an Inclusive Pipeline to Classify 3D Contents. Nahyun Kwon, Chen Liang, Jeeeun Kim. In Proceedings of the TExSS'21, Workshop on IUI'21.
- Supporting Object-level Exploration of Artworks by Touch for People with Visual Impairments. Nahyun Kwon, Youngji Koh, Uran Oh. In Proceedings of ACM SIGACCESS Conference on Computers and Accessibility (ASSETS'19). Poster Session.

SKILLS

Python/C/Java, Tensorflow/Keras, HTML/CSS/Javascript, D3.js, Git, Swift

EXPERIENCE

HCIED (HCI Engineering and Design) Lab, Texas A&M University

College Station, TX, USA

Sep 2020 - Present

Ph.D. Student, Advisor: Dr. Jeeeun Kim

- o Part-based Instance Detection for Spotting Inaccessibilities from Everyday Objects
- $\circ\,$ Human-augmented AI to facilitate intelligent & interactive 3D printing troubleshooting
- o A human-in-the-loop pipeline for augmented learning Reflecting various stakeholders' point of view with different backgrounds and perspectives in understanding the 3D content to mitigate personal biases by ensuring transparency and interpretability in the training process of a deep learning model
- Low-cost technique to increase the adhesion between different materials in 3D printing Designed & developed algorithm that understands the geometric relation of polygons and creates interlocking structure, Implemented interactive tool that automatically creates desired structure inside the 3D model. Tech: Python, Flask

Megagon Labs

Mountain View, CA, USA

Fairfax, VA, USA (Remote)

Research Intern, Mentor: Hannah Kim, Sajjadur Rahman, Dan Zhang, Estevam Hruschka

Summer 2022

- Project interactive notebook widget for exploratory text analysis for NLP modeling. Tech: ipywidget, NLP techniques
- o Contribution Lead author. Defining design requirements and features for interactive system. Implementing python packages for text data analysis in a NLP domain

Alignment Lab, George Mason University

Summer 2021

Research Intern, Advisor: Dr. Ray Hong

- o AI-powered interactive 3D printing failure diagnosis & solution suggestion system for remote novice users Trained multiple binary classification models for each 3D printing failure type. Tech: Pytorch
- Human-subject study Designed online survey questionnaires, controlled lab study, and semi-structured interview. Qualitative & quantitative analysis. Tech: Kruskal-Wallis/Chi-square test, Power analysis
- o Impact Our system significantly improved remote novices' troubleshooting experience than their previous best practice

Human Computer Interaction Lab, Ewha Womans University

Undergrad Research Intern, Advisor: Dr. Uran Oh

Seoul, Korea Jan 2019 - Aug 2020

• Improving 2D artwork accessibility for people with visual impairments Collected crowdsourced artwork annotation and implemented VoiceOver-compatible web interface for spacial exploration of 2D artwork. Designed controlled lab study, and semi-structured interview. Tech: mTurk, D3.js

• Mobile gesture recognition for people with visual impairments Implemented custom gestures for various functional zooming of screen on iOS for effective & rigorous exploration of image. Tech: Swift

WISHUPON Inc.

Data Engineer Intern

Seoul, Korea Winter 2018

- Collecting up-to-date data of products in online shopping malls Developed dynamic scraping modules for commercial data, so significantly reduced the amount of manual work. Tech: Python
- o Commercial data analysis Extracting repetitive patterns from data for automated classification of data
- o Communication Defined new error types of scraping system for better team communication. Tech: Jira, Bitbucket

Teaching & Mentoring

- Teaching Assistant, Human-Computer Interaction CSCE 436 (Spring 2022) @ TAMU
- Research Mentoring, Harsha Siripurapu (CS Undergrad, 2021), Muhammad Hasham Qazi (CS Undergrad, 2022)

Honors and Awards

- ACM CRA-W Grad Cohort, 2022
- TAMU CSE Travel Grant, 2021, 2022
- Ewha Future Capability Scholarship, Ewha Womans University, 2019
- Dean's List, Hanium ICT Mentoring Competition Award, Ewha Womans University, 2018

Volunteer Experience

- Student Volunteer. IUI'21, CHI'22 Organized the paper sessions and resolved technical issues in virtual & in-person conference
- Workshop Coordinator. TxHCI Seminar Series Coordinated an interdisciplinary seminar across Texas institutions to foster an HCI community (Spring 2021)

Last Update: 12/13/2022