

HYUNMI OH

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EDUCATION

Aug 2017 – Aug 2019	Ulsan National Institute of Science and Technology , Ulsan, Korea Master in Human Factors Engineering Advisor: Dr. Ian Oakley Dissertation: <i>Exploring Design Opportunities for Technology-Supported Yoga Practices at Home</i>
Mar 2012 – Aug 2019	Chung-Ang University , Seoul, Korea Bachelor of Engineering, specialized in Digital Image Processing Interdisciplinary Degree in Entrepreneurship
Aug 2011	General Education Development, GED , Gyeong-gi, Korea
Aug 2008 – Jun 2010	Loveless Academic Magnet Program High School , Alabama, US

PUBLICATIONS

Extended Abstract	Mintra Ruensuk, Hyunmi Oh , Eunyoung Cheon, Hwajung Hong, Ian Oakley. Detecting Negative Emotions during Social Media Use on Smartphones . ACM SIGCHI Conference on Human Factors in Computing Systems 2019 Extended Abstracts (CHI'19 EA), Asian CHI Symposium: Emerging HCI Research Collection.
Short Paper	Ye-Jin Lee, Hong-jun Ju, Hyunmi Oh , Tae-Yong Kim (2016). Gesture-based Interactive Shooting Game Using Kalman Filter . TECHART: Journal of Arts and Imaging Science, 3(4), 40-42.
Extended Abstract	Miohok Ryoo, Hyunmi Oh , Kyongju Park. Soccer Game Visual Analysis Based on Player Motion Data . Vol. 2016 No.1. 622-624. HCI Korea 2016.
Conference Proceedings	Miohok Ryoo, Jeong-yun Na, Miri Kim, Hyunmi Oh , Yeong-ran Jo. Soccer Data Visualization and Analytics based on In-Game Events and Player Movement Data . WISSET 2015.

RESEARCH & OTHER EXPERIENCES

Nov 2019 – Present	Advanced Training Program for Big Data Platform Developer , Seoul, Korea Taking a government-funded training course for big data platform developers at BIT Academy
Jul 2017 – Aug 2019	Interactions Lab @ UNIST , Ulsan, Korea Studied the design of technology-supported at-home training systems. Interested in user-centered design and human computer interaction (HCI). <u>Project Participation</u> Project Leader Design of Technology-Supported Yoga Practice at Home Project Member Detecting Negative Emotion During Social Media Use Experiment Coordinator 3D Hand-Gesture Passwords in VR Experiment Coordinator Biometric Authentication
May 2016 – Jun 2017	Start-Up Club affiliated with LINC @ CAU , Seoul, Korea Assisted in developing an auto-composition selfie drones for travelers. Responsible for research on field of interest, horizontal detection algorithm using computer vision.
Sept 2015 – Dec 2016	Capstone Design Contest 2015 @ CAU , Seoul, Korea Proposed a service design for gathering shoe retail store data. Responsible for qualitative studies on stakeholders, service concept ideation, building business model, and UI design. Prize winner.
Jan 2016 – Feb 2016	3D Box , Incheon, Korea Student Winter Internship Program sponsored by LINC CAU at a start-up company manufacturing 3D printer. Responsible for 3D-printer assembly and translating manuals for imported 3D printers for retail.

SKILLS

LANGUAGES

Korean	● ● ● ● ●
English	● ● ● ● ●
Spanish	● ● ● ● ●
Chinese	● ● ● ● ●

PROGRAMMING LANGUAGES

JAVA	● ● ● ● ●
C/C++	● ● ● ● ●
Python	● ● ● ● ●

PROTOTYPING

3D Printing	● ● ● ● ●
Electronics	● ● ● ● ●
Arduino	● ● ● ● ●

OTHERS

R	● ● ● ● ●
Matlab	● ● ● ● ●
SQL	● ● ● ● ●

OTHER ACTIVITIES

DINO (Design and Innovation)

[Jun 2018 – Jul 2019]

Ran a prototyping club named DINO at UNIST. Developed interactive devices from scratch using Arduino microcontrollers, sensors, and other components.

Student Dormitory Council

[Sep 2013 – Feb 2014]

Responsible for aiding foreign students staying at dorm.

Student Volunteer

[Jul 2012 – Aug 2012]

Served as a student volunteer at CAU Hospital.