# HYUNMI OH

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### **EDUCATION**

Au	g 2017 – Aug 2019	Ulsan National Institute of Science and Technology, Ulsan, Korea
, 10	g 2017 7 (0g 2017	Master in Human Factors Engineering
		Advisor: Dr. Ian Oakley
		Dissertation: Exploring Design Opportunities for Technology-Supported Yoga
		Practices at Home
Mar 2012 – Aug 2019 <b>Chung-</b>		Chung-Ang University, Seoul, Korea
	riai zoiz riag zoiz	Bachelor of Engineering, specialized in Digital Image Processing
		Interdisciplinary Degree in Entrepreneurship
	Aug 2011	General Education Development, GED, Gyeong-gi, Korea
Αι	ıg 2008 – Jun 2010	Loveless Academic Magnet Program High School, Alabama, US

# **PUBLICATIONS**

Extended Abstract	Mintra Ruensuk, <u>Hyunmi Oh</u> , Eunyong 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, <u>Hyunmi Oh</u> , Tae-Yong Kim (2016). <b>Gesture-based</b>
	Interactive Shooting Game Using Kalman Filter. TECHART: Journal of Arts and
	Imaging Science, 3(4), 40-42.
Extended Abstract	Miohk Ryoo, <u>Hyunmi Oh</u> , Kyongju Park. Soccer Game Visual Analysis Based
Externaca / tobal acc	on Player Motion Data. Vol. 2016 No.1. 622-624. HCI Korea 2016.
Conference	Miohk Ryoo, Jeong-yun Na, Miri Kim, <u>Hyunmi Oh</u> , Yeong-ran Jo. Soccer Data
Proceedings	Visualization and Analytics based on In-Game Events and Player Movement
	Data. WISET 2015.

# **RESEARCH & OTHER EXPERIENCES**

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).	
	Project Participation 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		
Mar 2016 – Sep 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		

### **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.