

# HYUNMI OH

E xianmeiwu92@gmail.com

M +82 10 2976 3820

G <https://github.com/ohyunmii>

W [ohyunmii.github.io](https://ohyunmii.github.io)

## EDUCATION

Aug 2017 – Aug 2019

**Ulsan National Institute of Science and Technology**, Ulsan, Korea

Master in Human Factors Engineering

Advisor: Dr. Ian Oakley

Dissertation: *Exploring Design Opportunities for Technology-Supported Yoga Practices at Home*

Mar 2012 – Aug 2017

**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](#), 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, [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

Miohk 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

Miohk 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).

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

**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.