

# HYUNMI OH

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## EDUCATION

Aug 2017 – Aug 2019	<b>Ulsan National Institute of Science and Technology</b> , 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	<b>Chung-Ang University</b> , Seoul, Korea Bachelor of Engineering, specialized in Digital Image Processing Interdisciplinary Degree in Entrepreneurship
Aug 2011	<b>General Education Development, GED</b> , Gyeong-gi, Korea
Aug 2008 – Jun 2010	<b>Loveless Academic Magnet Program High School</b> , Alabama, US

## PUBLICATIONS

Extended Abstract	Mintra Ruensuk, <a href="#">Hyunmi Oh</a> , Eunyong Cheon, Hwajung Hong, Ian Oakley. <b>Detecting Negative Emotions during Social Media Use on Smartphones</b> . 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, <a href="#">Hyunmi Oh</a> , Tae-Yong Kim (2016). <b>Gesture-based Interactive Shooting Game Using Kalman Filter</b> . TECHART: Journal of Arts and Imaging Science, 3(4), 40-42.
Extended Abstract	Miohok Ryoo, <a href="#">Hyunmi Oh</a> , Kyongju Park. <b>Soccer Game Visual Analysis Based on Player Motion Data</b> . Vol. 2016 No.1. 622-624. HCI Korea 2016.
Conference Proceedings	Miohok Ryoo, Jeong-yun Na, Miri Kim, <a href="#">Hyunmi Oh</a> , Yeong-ran Jo. <b>Soccer Data Visualization and Analytics based on In-Game Events and Player Movement Data</b> . WISSET 2015.

## RESEARCH & OTHER EXPERIENCES

Nov 2019 – Present	<b>Advanced Training Program for Big Data Platform Developer</b> , Seoul, Korea Taking a government-funded training course for big data platform developers at BIT Academy
Jul 2017 – Aug 2019	<b>Interactions Lab @ UNIST</b> , 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	<b>Start-Up Club affiliated with LINC @ CAU</b> , 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	<b>Capstone Design Contest 2015 @ CAU</b> , 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	<b>3D Box</b> , 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.

