

Seyong Ha

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KEY COMPETENCIES

- * UI Engineer with experience designing and developing new user interactions in mobile, web, virtual reality, and a large display environments using rapid prototyping techniques.
- * UX Researcher with experience in both quantitative and qualitative methods. Designing, conducting and analyzing data using statistical methods for the quantitative, and contextual-inquiry, developing personas, user interviews, surveys for the qualitative.
- * 5 years of teaching assistant experience in HCI/UX courses. Lead tutorials and mini projects for HCI/UX methods.
- * Collaboration with interdisciplinary teams to design user experiments and analyze data (designers, social scientists)

SKILLS

- * Programming Language: (proficient) Java, Python, R, Javascript; (familiar) HTML5/CSS, Shell/Bash, Ruby, C#, SQL
- * Framework/Library/Tools: React, Git, Docker, Unity, D3, ggplot2, Pandas

EDUCATION

- | | |
|---|-------------|
| Master of Science in Computer Science
(transitioned from PhD to Master)
University of Toronto, Toronto, ON, Canada
- Committee members: Prof. Daniel Wigdor and Prof. Khai Truong | 2015 - 2019 |
| Master of Science in Cognitive Science
Seoul National University, Seoul, South Korea
- Supervisor: Prof. Joonhwan Lee | 2011 - 2014 |
| Bachelor in Computer Science
Hanyang University ERICA (Cum Laude) | 2006 - 2011 |

WORK EXPERIENCE

UX Designer

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| Samsung Software Membership, Seoul, South Korea | 2012 |
| - Designed an emotion-based playlist recommendation feature in a music player | |
| - (undisclosed project) Developed multi-device scenarios with a smartphone using Contextual-Inquiry, Observation, and User Interviews. | |

Software Engineer - Android

Banana Wiki (Start-up), *Seoul, South Korea.*

2010

- Implemented an Android application for 'matji.com', a mobile SNS for dining experiences.

RESEARCH EXPERIENCE

Graduate Researcher

2015 - 2019

Dynamic Graphics Project Group, University of Toronto, *Toronto, ON, Canada*

- Designed and implemented interaction techniques in a virtual reality environments to help users interact with the WIMP interface.
- Designed and implemented interaction techniques to defeat the Midas touch problem in a large display environment.
- Designed user experiments and evaluated interaction techniques using statistical methods.
- Prototyped a design-support tool for mobile UX design by capturing user input data on mobile devices.

Graduate Researcher

2012 - 2014

Human-Computer Interaction+Design lab, Seoul National University, *Seoul, South Korea*

- Developed an interactive wireframe tool for mobile UX designers with a smart pen interaction and conducted user interviews to understand UX designers' needs.
- Designed a user experiment to understand the effects of kinetic typography on converting emotions, and analyzed user experiment data using statistical methods.
- Designed a user experiment website to understand televised debates viewers' political judgement, and analyzed experiment data using statistical methods.
- Conducted a web-crawling for viewers' comment data on an online media service, and designed digital media interactions on social viewing based on the collected data analysis.

AWARDS & HONORS

University of Toronto Fellowship, University of Toronto

2015 - 2019

University of Toronto Tuition Fellowship, University of Toronto

2015 - 2019

Seoul National University Merit Scholarship, Seoul National University

2011- 2012

Hanyang University Merit Scholarship, Hanyang University ERICA

2007 - 2011

ACTIVITIES & SERVICES

Peer Review: CHI'13, CW'13, DIS'19

Volunteer: UX Camp Seoul 3rd and 4th events, CHI 2016 student volunteer

Organizer: UX Camp Seoul 2nd, Toronto User Experience (TUX) Research Poster Day 2017