

Youngjin Kwon

Contact Info	youngjinkwon919@gmail.com youngjinkwon919.github.io	
Research Interest	Human-computer interaction, Information visualization, Chatbots, User-centered design	
Education	Seoul National University , Seoul, South Korea MA in Communications • Advisor: Prof. Joonhwan Lee, hci+d lab (hciid.snu.ac.kr)	2019.03 ~ 2021.08 (expected)
	Seoul National University , Seoul, South Korea BA in Textiles, Merchandising and Fashion Design • Cum Laude (GPA: 3.61/4.3) • Dual Major in Information, Science and Culture	2014.03 ~ 2019.02
	Erasmus University Rotterdam , Rotterdam, Netherlands • Exchange student	2016.09 ~ 2017.01
	Korean Minjok Leadership Academy , Gangwon-do, South Korea	2011.03 ~ 2014.02
Professional Experiences	Research Assistant for SNU Big Data Institute • Assistance for textual data analysis (NLP, Python)	2019.09 ~ 2020.02
	Undergraduate Affairs Staff for the Interdisciplinary Major for Information, Science and Culture • Program director: Prof. Joonhwan Lee, Vice Director: Prof. Hwajung Hong • Managing undergraduate courses, managing undergraduate students from enrollment to completion of the major, and supporting students and instructors with affairs	2019.09 ~ 2020.02
	Game artist for mobile game <i>Panda-Bee</i>	2017.12 ~ 2018.05
Research & Project Experiences	Visualization project on disability representation in Korean movies (link) • Data-driven methods (face++ API), data analysis (Python), interactive visualization (d3.js, HTML/CSS/Javascript), managing project schedule	2020.09 ~ 2021.01
	Designing a chatbot for consulting diet program customers • hci+d lab funded project by <i>Juvis Diet company (Korea)</i> • create user (customer) personas and use scenarios, design chatbot dialogue flow, chatbot prototype QA	2020.03 ~ 2021.03
	Designing a chatbot for providing professional support to sexual crime victims • hci+d lab funded project by <i>Ministry of Science and ICT (Korea)</i> • create use scenarios, chunk down chatbot dialogues into functional modules, design dialogue flow, chatbot prototype QA, user tests with chatbot prototype and reflect user feedback	2019.09 ~ 2021.05 (in progress)
	Fashion designer of SNU Graduate fashion show	2017.05 ~ 2017.10
Publications	Thesis (in progress) Exploring the effects of narrative visualization story structure on visualization interpretation and engagement	

Posters

Hyeok Kim, Haesoo Kim, **Youngjin Kwon**, Hansol Jang, Soomin Lee, Joonhwan Lee. (2019). The Implementation of MiRO, a Media-as-Place Computer Game. *In* Companion Publication of the 2019 on Designing Interactive Systems Conference 2019 Companion (DIS '19 Companion). 219-223.

- UI design of a virtual OS for an online game designed for this research, and poster presentation at ACM DIS '19 conference ([link](#))

(Translated) Youjin Hwang, **Youngjin Kwon**, Jieun Lee, Sori Joo. (2019). Design thinking at public libraries: Guidelines for gathering feedback during design thinking processes. In HCI Korea 2019 Conference Poster Presentation.

- Assistant of design thinking seminar at National Library of Korea

Honors & Awards	Graduate student grant , BK21 FOUR “Educational foundation for open and accountable AI Media”	2020.09 ~ 2021.02
	Lecture & Research Scholarship , SNU	2020.03 ~ 2020.08
	On-campus work-study program , SNU	2019.09 ~ 2020.02
	2nd Prize (Team) , 4th Youth CSR Conference CSR Strategy Competition, <i>UNGC Network Korea</i>	2018.11
	1st Prize (Team) , Bachelor’s Thesis Presentation Awards, <i>SNU</i>	2018.07
	Honorable design , SNU Graduate Fashion Show Design Awards	2017.11
Leadership & Volunteer Experiences	Conference student volunteer at ACM ISS (Interactive Surfaces and Spaces) Conference	2019.11.10 ~ 11.13
	• Photographer and conference organizer	
	Student committee in the Interdisciplinary Major for Information, Science and Culture	2018.05 ~ 2019. 02
	• Student vice president, laboratory assistant, and organizing committee of ISC semester final project exhibition	
	Volunteer work at Habitat for Humanity, Korea	2014.03 ~ 2016.02
	• Student committee of Seoul Nat’l. Univ. College Chapter of Habitat for Humanity	
Skills	NLP (Natural Language Processing) with Python (Intermediate)	
	Data analysis and information visualization with d3.js, HTML/CSS/Javascript (Intermediate)	
	UI design and prototyping with Adobe Illustrator, Photoshop, After Effects, XD (Advanced))	
	UX design research with survey, interviews, contextual inquiry, usability testing, etc.	
	Languages: Native fluency in Korean and English (U.S. citizenship)	