

YEJOON YOO

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RESEARCH INTERESTS

Human-Computer Interaction, Human-Centered AI, Personalized Learning, Immersive Technologies

EDUCATION

Cornell University, Ithaca, New York

08/2022 — 05/2023

Master of Professional Studies in Information Science

Parsons School of Design, New York, New York

08/2017 — 05/2022

Bachelor of Fine Arts in Communication Design

Dean's List

Minor in Creative Coding

PUBLICATIONS

Embodying a Conversational AI Agent in Virtual Reality for Interpersonal Skill Training (To Be Submitted)

Yejoon Yoo, Yilu Sun, Omar Shaikh, Diyi Yang, Andrea Stevenson Won.

2025 Computer-Supported Cooperative Work and Social Computing. ACM, 2025. [CSCW Companion'25]

- Researched the efficacy of an embodied conversational AI agent in VR for teaching interpersonal skills and compared it to a text-only AI agent, finding that participants in the embodied condition had significantly higher initial scores
- As first author, designed study, developed AI and VR simulator, conducted experiments, and analyzed positional data, dialogue transcripts, and survey results

The Effects of Avatar Gender on Ratings of Reconstructed Teaching (Under Review)

Yilu Sun, **Yejoon Yoo**, Hyunju Kim, Yeonju Jang, Xianyi Li, Rimjhim Singh, Yuqing Wu, Wei Yang, Aleshia Hayes, Andrea Stevenson Won.

Scientific Reports 15. Nature Portfolio, 2025. [Sci. Rep.]

- Explored how the perceived gender identity of teachers affects viewer's perception of teaching quality through nonverbal behavior
- Created survey, conducted experiments, and wrote the sections for literature review and methods of the paper

Exploring Content Predictability in Turn-Taking Through Different Computer-Mediated Communications

Wanqing He, Calen C. MacDonald, **Yejoon Yoo**, Marcos Eizayaga, Ryun Shim, Lev D. Katreczko, Susan R. Fussell.

31st International Conference on Computational Linguistics. ACL, 2025. [COLING 2025]

- Examined how the loss of multi-modal cues in computer-mediated communication (CMC) affects word predictability in conversational turn-taking
- Recruited volunteers to create conversational materials, recorded and transcribed the conversations, and contributed to assessing word predictability

Just Look at Them! Encouraging Teacher Gaze Behavior Self-Reflection through Data Visualizations in Virtual Reality

Yejoon Yoo, Jonathan Segal, Aleshia Hayes, Andrea Stevenson Won.

2024 CHI Conference on Human Factors in Computing Systems. ACM, 2024. [CHI'24]

- Investigated the impact of different data visualizations on teacher behavior in virtual classrooms, finding that a bar graph visualization had a significant effect on improving nonverbal teaching behavior but increased cognitive workload
- As first author, designed study, prototyped VR teaching simulator, generated visualizations to examine participants' head movements and their gaze behavior, and analyzed cognitive load with NASA TLX measures and usability testing

EXPERIENCE

Virtual Embodiment Lab, Cornell University

Research Assistant

Ithaca, New York

09/2022 - Present

- Researched and developed embodied AI simulation to explore how social AI agents can simulate conflict and teach conflict resolution strategies in various scenarios
- Researched and prototyped innovative visualization techniques for VR teaching simulations and designed interactive spatial experiences, including gaze data visualizations
- Analyzed qualitative and quantitative data to examine user behavioral patterns and interactions across various simulated environments

Information Science Department, Cornell University

MPS Application Reader

Ithaca, New York

01/2024 - 03/2024

- Reviewed and evaluated applications, including statements, resumes, transcripts, and recommendation letters, to determine alignment with program criteria and candidate fit
- Applied a holistic approach to evaluating candidates by considering academic performance, professional experience, and personal qualities such as leadership, creativity, and problem-solving abilities

Softberry

UX Designer

Seoul, South Korea

05/2022 - 07/2022

- Designed new user experiences for an Electric Vehicle (EV) mobile app with 300K users by improving map interactions
- Applied user-centered research methods, including usability testing, concept evaluation, and competitive analysis, to generate actionable insights and enhance the design of new map features

RippleAI

Product Designer

Seoul, South Korea

10/2020 - 11/2021

- Built multiple features for 4 Speech-to-Text (STT) AI products, boosted user satisfaction rate and decreased task completion time by using user-centered design methods
- Conducted user research, created wireframes and prototypes, collaborated with cross-functional teams, and iterated on design solutions to ensure a seamless and user-centered product experience

NeoLAB Convergence

Visual Designer

Seoul, South Korea

05/2020 - 09/2020

- Created 3 website projects and 10+ promotional videos for NeoLAB e-commerce sites and apps, and increased website visit rate with the updated visual design
- Leveraged and contributed to an existing design system to ensure consistent designs across different platforms

TEACHING

Cornell University - Graduate Teaching Research Specialist

Course: Human-Computer Interaction Design

Ithaca, New York

01/2023 - 05/2023

Parsons School of Design - Coding Tutor Specialist

HTML, CSS, JavaScript, Interaction Design

New York, New York

09/2019 - 12/2019

SKILLS

Programming: Python, R, C#, HTML, CSS, JavaScript, VueJS

Research: Interview, Survey (Qualtrics, Prolific) A/B Testing, Usability Testing, Data Analysis, Experimental Design

Software: Unity, Adobe Creative Suite, Figma, Sketch, Principle, InVision, Zeplin, Cinema 4D, Maya

AWARDS & SCHOLARSHIPS

Merit-Based Scholarship (Parsons School of Design)

Four-Year Scholarship

New York, New York

2017 - 2022

Dean's List (Parsons School of Design)

Academic Excellence

New York, New York

2017 - 2022

Happy School Art Contest (UNESCO)

1st Place

Bangkok, Thailand

2016

Freedom of Speech Art Competition (The Amnesty International)

2nd Place

Bangkok, Thailand

2015