

YEJOON YOO

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yejoonyoo.github.io

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

Comparing Text-Only and Virtual Reality-Embodied Conversational AI Agents for Interpersonal Skills Training (Accepted)

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

In Companion of the 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, ran user studies, and analyzed positional data, dialogue transcripts, and survey results

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.

In Extended Abstracts of the 2024 CHI Conference on Human Factors in Computing Systems (CHI EA '24). ACM.

- 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 - 05/2025

- Led two first-author research projects on an embodied AI simulation exploring how AI agents can teach interpersonal skills across diverse social scenarios, and a VR teaching simulation investigating how a self-reflection tool can enhance nonverbal teaching behaviors
- Developed a VR simulation featuring an embodied, LLM-powered agent, and designed novel visualization techniques for VR-based teaching simulations, including interactive spatial interfaces and 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

UI/UX Designer

Seoul, South Korea

05/2022 - 07/2022

- Designed new user experiences for an Electric Vehicle (EV) mobile app, contributing to a 66% increase in downloads by enhancing the map interface and 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

- Designed 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
- Identified user needs, developed wireframes and prototypes, collaborated with cross-functional teams to build final products, and iterated on design solutions to ensure a seamless, user-centered 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 Assistant

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, C#, R, HTML, CSS, JavaScript

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

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

SCHOLARSHIPS & ART AWARDS

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