

# YEJOON YOO

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## RESEARCH INTERESTS

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

## EDUCATION

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**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

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### 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

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### Virtual Embodiment Lab, Cornell University

Research Assistant

Ithaca, New York

09/2022 - Present

- Led two first-author research projects on an embodied AI simulation exploring how AI agents can teach interpersonal skills across diverse social scenarios, and on 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

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
- 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

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### 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

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**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

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### 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