

JUNG YUN (YOONA) OH

I want to combine my interest in human behavior and my love for building to make technology that optimizes the human experience.

CONTACT

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Website : yoonah.github.io

GitHub : yoonah

SKILLS

Programming languages:

Python, Java, C, JavaScript

Design:

Axure, Prototyping, Wireframes, User
Personas/Flows, Affinity Diagramming

Other:

PostgreSQL, MongoDB, Neo4J, HTML, CSS,
Node.JS, Google App Engine, LaTeX,
Terminal

ACTIVITIES

Rice QuestBridge Scholars (RQS)

RQS Mentor Families Program

CSters (Rice Women in Computing)

CSters Big/Little Mentorship Program

CS I/O Committee

RemixCS Community Engagement

BASYK (KPop/Hip Hop Dance Crew)

EDUCATION

Rice University

Expected May 2021

- B.A. Double Major in Computer Science & Cognitive Science
- QuestBridge National College Match Scholarship Recipient
- GPA: 3.46 / 4.00
- Relevant coursework: Advanced Object-Oriented Programming, Intro to Database Systems, Fundamentals of Parallel Programming, Intro to Computer Systems, Intro to Program Design, Reasoning About Algorithms, Linear Algebra

WORK EXPERIENCE

Undergraduate Researcher

University of Rochester

(May - July 2019)

- NSF REU Computational Methods for Understanding Music, Media, and Minds Scholar
- Developed a low-fidelity augmented reality (AR) interface that helps facilitate communication in hearing parent-deaf child interaction

Research Assistant

Rice Computer Human Interaction Lab (Jan - May 2019)

- Designed and implemented a voting ballot interface using JavaScript, HTML, and CSS
- Administered 10 eye-tracking experiments tracking people's interactions with voting ballot
- Collected and visualized data from these experiments using Gazeport Analysis software

User Experience (UX) Intern

OpenStax

(May - July 2018)

- Designed 2 low-fidelity prototypes addressing accessibility issues on the OpenStax website, reducing number of issues by 60%
- Developed a high-fidelity prototype for the OpenStax webview reading experience within a design sprint
- Co-designed an automated usability test participant recruitment and research system

PROJECTS

AR American Sign Language (ASL)

(May - July 2019)

- AR projection lamp that helps hearing parents learn ASL to communicate with their deaf infant by displaying sign language videos of objects in their immediate environment
- Projection interface prototype developed using JavaScript, HTML, CSS, and YouTube APIs
- Object recognition feature explored using Python libraries OpenCV and TensorFlow

Pretty Pictures

(November 2018)

- Final project for Intro to Program Design course
- Implemented a genetic algorithm and deployed a web microservice for generating pretty, as defined by the user, computer graphics and images using Java