

# JOOYEON LEE

## OBJECTIVE - HCI, UX Research, Data Science

I am passionate about HCI and UX research, creating new interaction methods that expand the depth and breadth of the human experience by augmenting our abilities. My forte is creativity from the cross-pollinating backgrounds in design, engineering, and cognitive science, and I have broadened my insights through various research and hands-on project experiences.

## EDUCATION

**School of Integrated Technology, Yonsei University, Seoul, Korea** Mar. 2016 - Feb. 2018

M.E., Multimedia Computing and Machine Learning Lab

Thesis: *Percept Switch Interface with Necker Cube*

**Underwood International College, Yonsei University, Seoul, Korea** Mar. 2012 - Feb. 2016

B.S. in Information & Interaction Design (IID)

Graduation Project: *The Internet of Analog Things with Laser Pointer Interaction*

## PATENT & RESEARCH PUBLICATIONS

*Eye tracking input method using bistable illusion UI*, **Patent pending in Korea** June 2017

J. Lee, et al., *Peripersonal space in virtual reality: navigating 3D space with different perspectives*, **ACM UIST** Oct. 2016

J. Lee, et al., *Gaze Analysis of Avatar-based Navigation with Different Perspectives in 3D Virtual Space*, **International Conference on Human-Agent Interaction (HAI)** Oct. 2015

J. Lee, et al., *EEG Analysis on 3D Navigation in Virtual Reality with Different Perspectives*, **International Conference on HAI** Oct. 2015

J.Y. Ju, J.S. Yoo, J. Lee, and H. Kwon, *Breadcrumb SNS: Asynchronous Empathy Chat for Smart City Residents*, **International Conference on Mobile Computing and Ubiquitous Networking**, pp. 13-18 Jan. 2015

## HONORS AND AWARDS

**Recipient of full-scholarship** for master program at Yonsei University Mar. 2016 - Feb. 2018

**Recipient of full-scholarship** with GPA 4.27(Dec. 2012) and **one-third scholarship** with GPA with 4.06, with an honor roll June 2015

**Finalist** in the Wearable Computer Competition held by KAIST and Samsung Electronics Nov. 2015

**Grand Prize Winner of a \$4,000 scholarship** at Soorim Cultural Idea Contest held by the Soorim Cultural Foundation scholarship Aug. 2015

**Semi-finalist** in the HULT prize held by HULT & Clinton Global Initiative Nov. 2014

**Third prize winner of a \$10,000 award** at the Tomorrow Solutions Competitions held by Samsung Electronics and The Ministry of Science, ICT and Future Planning Dec. 2013

**Individual Global Research Funded with \$3,500** by Yonsei University to visit IT & Design Companies in Silicon Valley. Conducted interviews with managers of the companies and published a research article June 2013

**First prize winner of a \$3,000 award** at the Campus Entrepreneurship Competition held by Seoul Business Agency and Seoul City Hall Jan. 2013

## EXPERIENCES

**Incheon International Design Fair** Nov. 2015 and **Design Factory Korea Exhibition** Apr. 2015

Presented a motion graphic work called "When Thing Have Gone Mad at Night" and Organized Design Factory Korea Exhibition

**Bi-annual IID Major Exhibitions** 2012 – 2015 and **Computer Science Graduation Exhibition** 2015

Organized/Exhibited in IID major exhibitions at the end of every semester, and presented Software Design Capstone project "*The Internet of Analog Things with Laser Pointer Interaction*" and honored with 3rd place award in CS major exhibition.

**Freshman 101 Mentoring and Teaching** June 2013 - June 2015

Senior Mentor, Student Lecturer

Advised freshmen with academic activities and gave HCI/programming/design lectures in classes and the Prism X student club.

**DAUM, Search Engine Company** July 2013 - Jan. 2014

Experience Design Research Intern

Conducted user research and evaluated user experience/interface performance for DAUM(web search engine company) services.

**Prism x, UIC Student Club** Apr. 2012 - Aug. 2014

Founder, President and Project Manager

Founded one of the main UIC student clubs where people with diverse backgrounds and talents organized potpourri projects and student exhibitions. Organized freshman mentoring sessions and group studies for Design, Computer Programming and Startup Case Studies with company site visits.

## SKILLS

### Design and Programming Tools

Able to work with any design tool and programming languages for media art, data analysis, and HCI research:

2D/3D Design and Music tools - PhotoShop, Illustrator, Premier, After Effect, Blender, sketchUp, Unity, Logic Pro X

Programming Language - C, C++, Python, Web programming, Matlab, Processing, WWW, Openframeworks, Arduino, Raspberry pi, Kinect