

JOOYEON LEE

OBJECTIVE - I am HCI Researcher with UI/UX Design, Cognitive Science, and Machine Learning Insights

I am passionate about Human Computer Interaction, and my forte is the cross-pollinating creativity from design, cognitive science, and engineering insights. My main interest is developing a seamless visceral interaction system where both humans and computers can simultaneously learn from each other to expand the range of our umwelts, adding more dynamic dimensions to our life experience for enriching and engaging minds of people.

EDUCATION

School of Integrated Technology, Yonsei University, Seoul, Korea Mar. 2016 - Feb. 2018
M.S. in Engineering, Multimedia Computing and Machine Learning Lab
Master's Thesis: *Perceptual Switch for Gaze Interaction*

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

EXPERIENCE

Research Assistance Mar. 2018 - Present

Work as a research assistance at School of Integrated Technology, Yonsei University

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

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

Adobe design tools, rapid physical prototyping tools, web programming, tensorflow, and bio-signal tools.