

Hye-Young Jo (Zetta)

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INTERESTS Human-Computer Interaction, Extended Reality, Healthcare, Education, Entertainment

WORK EXPERIENCE

- Sep. 2020 - **MAKinterac Lab** ([link](#)), KAIST, Daejeon, South Korea
- Aug. 2022 **Graduate Research Assistant**
Participated in national projects with Prof. Andrea Bianchi.
- Apr. 2020 - **Freelance**, Seoul, South Korea
- Aug. 2020 **VR Generalist**
Participated in a virtual reality project as a developer and art director.
- Oct. 2018 - **Dexter Studios** ([link](#)), Seoul, South Korea
- Apr. 2020 **VR/AR Generalist**
Participated in VR films and AR applications as a generalist.
- Sep. 2016 - **Dexter Studios** ([link](#)), Seoul, South Korea
- Sep. 2018 **Film VFX Compositor**
Participated in post production of commercial films as a visual effect compositor.

EDUCATION

- Sep. 2020 - **Korea Advanced Institute of Science and Technology (KAIST)**, Daejeon, South Korea
- Aug. 2022 **M.S. in Industrial Design (Specialized in Human-Computer Interaction)**
 - Thesis: Exploring Different Augmented Reality Visualization Methods of Fitness Videos and Their Effects
 - Advisor: Andrea Bianchi
 - Grade: 4.0/4.3 (96.7%)
- Mar. 2016 - **Green Computer Academy**, Seoul, South Korea
- Aug. 2016 **student in the class of Game Contents Development (Specialized in 3D Maya)**
 - Graduated with the Excellent Prize
- Mar. 2011 - **Seoul National University (SNU)**, Seoul, South Korea
- Feb. 2016 **B.F.A. in Painting & Media Art (Specialized in Contemporary Art)**
 - Two graduation exhibitions in 2015 (painting) and 2016 (media art)
 - Grade: 3.8/4.3 (93.9%), Cum Laude

SKILLS

- Prototyping** Unity C#, python, 3D Modeling (Blender), Unreal Engine 4, HTML, CSS, Arduino
- Data analysis** SPSS, R
- User research** Focus Group Interview, Ethnography, Participatory Design, Affinity Diagram, Journey Map
- Design** Nuke, Figma, Illustrator, Photoshop, Premiere, Davinci Resolve, 3D Maya, Substance Painter
- Language** Korean(native), English(advanced), Français(elementary)

PUBLICATION

- Feb 2022 **Design of Virtual Reality Application for Interaction Prototyping Remote Education**
Hye-Young Jo, Wooje Chang, Hoonjin Jung, Andrea Bianchi.
In Proceedings of HCI Korea 2022. **Best Paper Award** ([link](#))
- May 2021 **GamesBond: Bimanual Haptic Illusion of Physically Connected Objects for Immersive VR Using Grip Deformation**
Neung Ryu, Hye-Young Jo, Michel Pahud, Mike Sinclair, Andrea Bianchi.
In Proceedings of the 2021 ACM Conference on Human Factors in Computing Systems (CHI 2021).
Honorable Mention Award ([link](#))

FUNDED R&D PROJECTS

As a graduate research assistant, I participated in research projects under the advisement of prof. Andrea Bianchi. I conducted preliminary research and user testing with prototypes I developed with my colleagues. Then, I analyzed quantified data and interpreted the user feedback to capture the insights to improve the prototype's usability and share the findings with the HCI community through paper.

- Sep 2021 - **Physical Computing Metaverse: Enabling Electronic Education in VR**, KAIST Global
Dec 2021 Strategy Institute (GSI)
Junior Researcher - Developed VR prototype enabling electronic education in VR and made demo video ([link](#))
- Sep 2020 - **Mobile and Expandable Negative Pressure Clinic Module UX**, KAIST
Dec 2020 **Junior Researcher** - Designed information architecture of user interface ([link](#))

FILMS

I participated in film post-production as a VFX compositor integrating computer graphic assets, matte painting, and live-action footage to make a final image.

- 2018 **<Along with The Gods: The Last 49 Days>** ([link](#)), Director: Yong-Hwa Kim
2017 **<1987: When The Day Comes>** ([link](#)), Director: Jun-Hwan Jang
2017 **<Along with The Gods: The Two Worlds>** ([link](#)), Director: Yong-Hwa Kim
2017 **<Real>** ([link](#)), Director: Sa-Rang Lee
2017 **<Fabricated City>** ([link](#)), Director: Kwang-Hyun Park

AR / VR

I worked as a AR/VR generalist, mainly involved in 3D character design, level design, visual scripting, lighting, and look development. Sometimes, I played different roles (marked below each project).

- 2020 **VR Exhibition <Being City>**, Supervisor: Tae-Kyung Yoo
Art director
- 2019 **VR Exhibition <Fashion For Help>**, Supervisor: Young-Mo Son
Lead developer and graphic designer
- 2019 **AR Exhibition <The Tide>** ([link](#)), Supervisor: Sang-Hyun Lee
- 2018 - 2019 **VR Toon Film <The Tide>** ([link](#)), Director: Tae-Kyung Yoo
Toon-shaded horror VR films consist of six episodes
- 2019 **AR Service <LGU+ 5G AR>** ([link](#)), Supervisor: Sun-Gu Kim
Camera operator and graphic designer

TEACHING EXPERIENCES

- Fall 2021 - **ID314 Moving Image Design**, KAIST, Professor: Min-Kyung Park (Miky)
Spring 2022 Teaching Assistant
- Fall 2020 **ID 220 Interaction Prototyping**, KAIST, Professor: Andrea Bianchi
Teaching Assistant, Guest Lecturer
- Guest lecture, "Fabrication Prototyping (how to make Arduino case)" ([link](#))

AWARDS AND HONORS

- 2020-2022 **Korean Government Scholarship**, Korea Ministry of Science and Technology
- Feb. 2022 **Best Paper Award**, HCI Korea 2022
- Feb. 2022 **Top Research Award**, Korea Electronics Association (KEA)
- Dec. 2021 **Excellence Award**, Korea Metaverse Developer Contest 2021
- 2021 **IDEA Design Award 2021**, Bronze, Digital Interaction ([link](#))
- 2021 **iF DESIGN AWARD 2021**, Winner, User Interface (UI), User Experience (UX) ([link](#))
- 2021 **Honorable Mention Award**, ACM CHI 2021
- Aug. 2016 **Top Award**, Green Computer Academy
- Feb. 2016 **Alumni Award**, Seoul National University Alumni Association