


# Hye-Young Jo

HCI Researcher

Interest: eXtended Reality(AR/VR), Smart Healthcare, AI-integrated creative tools

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 Seoul, South Korea

## WORK EXPERIENCE

Jan. 2023 - present	<b>Artifab Lab</b> (Director: Dr.Yoonji Kim), Chung-Ang University <b>Research Assistant</b>	Ansan, South Korea
Sep. 2020 - Aug. 2022	<b>MAKinterac Lab</b> (Director: Dr. Andrea Bianchi), KAIST <b>Graduate Research Assistant</b>	Daejeon, South Korea
Oct. 2018 - Apr. 2020	<b>Dexter Studios</b> <b>VR/AR Generalist</b>	Seoul, South Korea
Sep. 2016 - Sep. 2018	<b>Dexter Studios</b> <b>Film VFX Compositor</b>	Seoul, South Korea

## EDUCATION

Sep. 2020 - Aug. 2022	<b>Korea Advanced Institute of Science and Technology (KAIST)</b> <b>M.S. in Industrial Design</b> <ul style="list-style-type: none"><li>Thesis: Exploring Different Augmented Reality Visualization Methods of Fitness Videos and Their Effects</li><li>Advisor: Andrea Bianchi</li><li>Grade: 4.0/4.3 (96.7%), <b>Best Master's Thesis Award 2023</b></li></ul>	Daejeon, South Korea
Mar. 2016 - Aug. 2016	<b>Green Computer Academy</b> <b>Game Contents Development Track</b> <ul style="list-style-type: none"><li>Graduated with the <b>Excellent Prize</b></li></ul>	Seoul, South Korea
Mar. 2011 - Feb. 2016	<b>Seoul National University (SNU)</b> <b>B.F.A. in Painting &amp; Media Art</b> <ul style="list-style-type: none"><li>Two graduation exhibitions in 2015 (painting) and 2016 (media art)</li><li>Grade: 3.8/4.3 (93.9%), <b>Cum Laude</b></li></ul>	Seoul, South Korea

## PUBLICATION

April 2023	<b>FlowAR: How Different Augmented Reality Visualizations of Online Fitness Videos Support Flow for At-Home Yoga Exercises</b> <u>Hye-Young Jo</u> , Laurenz Seidel, Michel Pahud, Mike Sinclair, and Andrea Bianchi. In Proceedings of the 2023 ACM Conference on Human Factors in Computing Systems (CHI 2023).
Feb 2022	<b>Design of Virtual Reality Application for Interaction Prototyping Remote Education</b> <u>Hye-Young Jo</u> , Wooje Chang, Hoonjin Jung, Andrea Bianchi. In Proceedings of HCI Korea 2022. <b>Best Paper Award</b>
May 2021	<b>GamesBond: Bimanual Haptic Illusion of Physically Connected Objects for Immersive VR Using Grip Deformation</b> Neung Ryu, <u>Hye-Young Jo</u> , Michel Pahud, Mike Sinclair, Andrea Bianchi. In Proceedings of the 2021 ACM Conference on Human Factors in Computing Systems (CHI 2021). <b>Honorable Mention Award</b>

## FUNDED R&D PROJECTS

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

## 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
- Graphic Design Nuke, Figma, Illustrator, Photoshop, Premiere, Davinci Resolve, 3D Maya, Substance Painter
- Language Korean(native), English(advanced), Français(elementary)

## TEACHING EXPERIENCE

- Fall 2021 - Spr 2022 **ID314 Moving Image Design**, KAIST  
Teaching Assistant
- Fall 2020 **ID 220 Interaction Prototyping**, KAIST  
Teaching Assistant, Guest Lecturer on Fabrication Prototyping
- Nov 2019 **Invitational Seminar "Art, Film VFX, and VR Contents,"** Kookmin University  
Guest Lecturer on Career Transition

## AWARDS AND HONORS

- Feb. 2023 **Best Master's Thesis Award**, Department of Industrial Design, KAIST
- 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
- 2021 **iF DESIGN AWARD 2021**, Winner, User Interface (UI), User Experience (UX)
- 2021 **Honorable Mention Award**, ACM CHI 2021
- 2020 **Korean Government Scholarship**, Korea Ministry of Science and Technology
- Aug. 2016 **Top Award**, Green Computer Academy
- Feb. 2016 **Alumni Award**, Seoul National University Alumni Association

## FILMS

Besides research, 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>, Director: Yong-Hwa Kim
  - 2018 Grand Bell Awards - Best Visual Effects
- 2017      <1987: When The Day Comes>, Director: Jun-Hwan Jang
  - 2018 Blue Dragon Film Awards - Top Film Award
- 2017      <Along with The Gods: The Two Worlds>, Director: Yong-Hwa Kim
  - 2018 Blue Dragon Film Awards - 4 Crowns, including Technology Award
- 2017      <Real>, Director: Sa-Rang Lee
- 2017      <Fabricated City>, Director: Kwang-Hyun Park

## AR/VR

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

- 2019      **VR Toon Film <The Tide>**, Director: Tae-Kyung Yoo  
Generalist
  - Toon-shaded horror VR films consist of six episodes
  - Officially invited to the "New Frontier" category at the 2019 Sundance Film Festival
- 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>**, Supervisor: Sang-Hyoun Lee  
Generalist
- 2019      **AR Service <LGU+ 5G AR>**, Supervisor: Sun-Gu Kim  
Camera operator and graphic designer