DAEUN HWANG

+1 669-243-7271 ⬦ Santa Clara, CA

dhwang8@ucsc.edu

hdaeun98.github.io/daeunhwang

FIELDS OF INTERESTS

Human-Computer Interaction, Creative Technologies, Educational Technology, Digital Game-Based Learning, Music

EDUCATION

University of California Santa Cruz, United States *Sept. 2023 - Present*
Ph.D. in Computational Media
Advised by Dr. Edward F. Melcer at ALT Games Lab

Yonsei University, South Korea *Mar. 2018 - June. 2023*
Bachelor of Science, Information & Interaction Design / Micro-major in Computer Programming
GPA: 3.90/4.3

PUBLICATIONS

Daeun Hwang, Saebyul Park. (2023). EMO100DB: An Open Dataset of Improvised Songs with Emotion Data. *International Conference of Music Perception and Cognition 2023.* (In press)

Hyeyoung Ryu, Hyeonseok Bang, **Daeun Hwang**, Younah Kang. (2023). Exploring the Extent of Usability for Augmented Profile Interfaces in Enhancing Conversation Experiences. *Interacting with Computers 2023.* https://doi.org/10.1093/iwc/iwad045

Daeun Hwang, Younah Kang. (2023). How does constructive feedback in an educational game sound to children?. *International Journal of Child-Computer Interaction, 36*, 100581. https://doi.org/10.1016/j.ijcci.2023.1

Daeun Hwang, Sangeun Oh, Soojin Jun. (2022). Does Interactive Media Art Engage an Audience More Than Non-Interactive One Does?. KSDS 2022 Conference Proceeding, 220-221. *Korea Society of Design Science.*

Daeun Hwang, Minzy choi, Hyerim Jung, Yun Jung Baek, Hyo Bin Lee, Youbeen Lee, Jaeyun Ho, Joohyun Lee, Soojin Jun. (2022). Meari: Interactive Smart Screen Designed to Tailor Personal Hiking Routes. KSDS 2022 Conference Proceeding, 262-263. *Korea Society of Design Science.*

Daeun Hwang, Yoon Joo Chung, YeaJin Mary Yoo, Soojin Jun, Todd Holoubek. (2020). Sbin: Smart, Interactive and IoT-Based Rotating Garbage Classifying Bin. KSDS 2020 Conference Proceeding, 172-173. *Korea Society of Design Science.*

UNDER REVIEW

Daeun Hwang, Sangeun Oh, Soojin Jun. (2023). Exploring Behavioral and Emotional Engagement Between Interactive and Non-Interactive Media Art. *Design Creativity.*

Daeun Hwang, Soomin Kim, Jihyun Um, Jiho Um, Younah Kang. (2023). Why Is Your Inbox So Messy?: Research on Behavioral Patterns and A Solution to Unorganized Inbox. *Archives of Design Research.*

RESEARCH EXPERIENCE

Gamifying Sleep Health, ALT Games Lab & KUAS' Ubicomp Lab *Oct. 2023 - Present*
Advisor: Prof. Edward Melcer, Prof. Zilu Liang

- Developed ideas for adding gamification elements to sleep health-aiding service
- Assisted in designing process for sleep-aiding pet game and building Japanese town game.

Development of Servitization on Smart Air Clean System Airbot Airblock using Acoustic Waves and Clean Plasma Technology, Korea Air Industry Promotion Association *Oct. 2022 - Dec. 2022*
Advisor: Prof. Younah Kang

- Deployed server connection to send signals of different scenarios
- Conducted usability testing session using the VR device

Scale-up Challenge at Incheon Start-up Park *June 2021 - Nov. 2023*
Advisor: Prof. Keeheon Lee, Prof. Younah Kang

- (2023) Lead consultant for Ninewatt (Web-based facilities management service), Bandal Company (Smart harness for pets), Pop-Cycle (Foldable bicycles)
- (2022) Lead consultant for AppMedia (App for learning Korean in Japanese), UX researcher for Robogram (Block-coding education program)
- (2021) Lead consultant for CSENL Inc. (Air purifier mask), UX researcher for AppMedia
- Conducted user studies, including diary studies, in-depth interviews, surveys, and usability testing
- Provided provided strategies for successful global market entry

Design for Experience Lab, Yonsei University *Mar. 2021 - Aug. 2023*
Advisor: Prof. Younah Kang

- Conducted research on user experience in terms of Human-Computer Interaction, collaborating with master's degree students in Innovation.

Computational Science and Engineering Lab, Yonsei University *July 2020 - Aug. 2020*
Advisor: Prof. Eunjung Lee

- Studied machine learning models using Python and Matlab as a summer research intern.

WORK EXPERIENCE

Korea Food for the Hungry International *July 2021 - Dec. 2021*
System Consultant

- Created overall template and structure of Objectives and Key Results (OKR) system
- Analyzed co-workers' user experience and overall interaction on the OKR system

DoBrain Inc. *Nov. 2020 - June 2021*
Global Marketing Intern

- Achieved 1st quarter OKR of finding first 100 global users through initialization of social media accounts
- Conducted user research (field studies, interviews, observational studies, etc)
- Analyzed daily user funnel using SQL and produced ad creatives

TEACHING EXPERIENCE

Teaching Assistant: Foundations of Video Game Design, University of California Santa Cruz *Sept. 2023 - Dec. 2023*

Talk Show Guest: Social Innovation Talk Concert 2022 IHEI Show-off Festa II *Jan. 2023*

Special Lecturer: Social Innovation Lecture - *Innovation Isn't Too Far From Us* *May 2022*

Mentor: Social Innovation Mentoring with Youth, Institute for Higher Education *April 2022 - Aug. 2022*

Teaching Assistant: User Experience and Research Methods Course, Yonsei University *Sept. 2021 - Dec. 2021*

Solution Design Teaching Assistant: Career Exploration Program, Incheon Office of Education *Sept. 2021*

Teaching Assistant: UNOSD 5th SDGs Youth Summer Camp *Aug. 2021*

Teaching Assistant: Programming for Integrated Science and Engineering, Yonsei University *Sept. 2020 - Dec. 2020*

Operator : Social Engagement Mentoring Camp, Yonsei University *July 2019*

Mentor: Creative Problem Solving Camp   *July 2018 - Aug. 2018*

AWARDS AND ACKNOWLEDGEMENTS

High Honors (top 3% of the students in their respective field of study), *Yonsei University*   *June 2022*

The Great Challenge Global Korean Youth Video Gold Prize, *MBC & YMCA*   *Oct. 2021*

Social Innovation Ambassador, *Institute for Higher Education*   *Sept. 2021*

Honors (top 10% of the students in their respective field of study), *Yonsei University*   *June 2021*

Grand Prize Designer, *Yonsei Merchandise Society*   *June 2021*

4th Social Innovator, *Yonsei University*   *Mar. 2021*

Innovation Light-up 1st Scholarship Holder, *Institute for Higher Education*   *Sept. 2020*

Workstation Youth & College MZ Award - Cloudydays Project, *Institute for Higher Education*   *June 2020*

Dooeul 21st Scholarship Holder, *Dooeul Scholarship Foundation*   *Oct. 2018*

VOLUNTEER ACTIVITIES

CSCW 2022 Student Volunteer   *Nov. 2022*

UIST 2022 Student Volunteer   *Nov. 2022*

IUI 2022 Student Volunteer   *Mar. 2022*

Buan English Camp Mentor   *July 2019 - Aug. 2019*

Dongshimwon (Center for children with disabilities) Volunteer   *Mar. 2019 - June 2019*

Korea Food for the Hungry International Sponsor Letter Translator (Spanish - Korean)   *Sept. 2018 - Jan. 2019*

Mapo Community Rehabilitation Center Family Camp Volunteer   *July 2018*

TECHNICAL SKILLS

Programming   Python, CSS, Javascript, Java, C++, C#
Adobe   Premiere, Photoshop, InDesign, XD, Illustrator, Audition
Media   Final Cut Pro, Logic Pro, TouchDesigner, P5js

LANGUAGES

Korean   Native, first language
English   Fluent, TOEFL iBT 116
Spanish   Fluent, DELE C1 (Diplomas de Español como Lengua Extranjera)