

CURRICULUM VITAE

MINYOUNG YOO

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EDUCATION

2021 – Present

Doctor of Philosophy (Ph.D.)

Simon Fraser University
School of Interactive Arts and Technology
Surrey, British Columbia, Canada

2018 – 2020

Master of Science (M.Sc.)

Simon Fraser University
School of Interactive Arts and Technology
Surrey, British Columbia, Canada

M.Sc. Thesis

Title: “Understanding everyday experiences of reminiscence for people living with blindness: Practices, tensions and probing new design possibilities.”

2011 – 2017

B.CS. Honours Computer Science (Co-op Program)

University of Waterloo
Cheriton School of Computer Science
Waterloo, Ontario, Canada

RESEARCH EXPERIENCE

05/2022 – Present

Research Assistant

Simon Fraser University
Homeware Lab
Project: Queue Player
Advisor: Dr. William Odom
Surrey, British Columbia, Canada

09/2019 – Present

Research Assistant

Simon Fraser University
Everyday Design Studio
Project: Capra
Advisor: Dr. William Odom
Surrey, British Columbia, Canada

09/2018 – 08/2019

Research Assistant

Simon Fraser University
Everyday Design Studio
Project: Olo Radio
Advisor: Dr. William Odom

Surrey, British Columbia, Canada

09/2016 – 12/2016 **Research Assistant**
University of Waterloo
Human Computer Interaction Lab
Project: Near-Eye PIN Entry
Advisor: Dr. Daniel Vogel
Waterloo, Ontario, Canada

01/2016 – 04/2016 **Research Assistant**
University of Waterloo
Human Computer Interaction Lab
Project: Handedness
Advisor: Jeffery Avery
Waterloo, Ontario, Canada

TEACHING EXPERIENCE

Spring 2023,
Fall 2022 Human-Computer Interaction and Cognition (IAT 201)
Teaching Assistant
School of Interactive Arts and Technology
Simon Fraser University

Spring 2021,
Fall 2020 Introduction to Game Studies: Theory and Design (IAT 210)
Teaching Assistant
School of Interactive Arts and Technology
Simon Fraser University

Fall 2019 Digital Games: Genre, Structure, Programming and Play (IAT 167)
Teaching Assistant
School of Interactive Arts and Technology
Simon Fraser University

CERTIFICATE

04/2022 Instructor Skills Workshop (ISW)
Centre for Educational Excellence
Simon Fraser University

WORK EXPERIENCE

05/2016 – 08/2016 **Software Engineer**, *Microsoft*; Redmond, United States

09/2015 – 12/2015 **Software Developer**, *IBM*; Toronto, Canada

01/2015 – 04/2015 **Developer**, *Citigroup*; Mississauga, Canada

09/2013 – 12/2013 **Agile Developer**, *SAP*; Vancouver, Canada

01/2013 – 04/2013 **Software Quality Assurance, SAP**; Waterloo, Canada
05/2012 – 08/2012 **Quality Assurance Analyst, CADian**; Seoul, South Korea

SCHOLARSHIP, FUNDING & GRANTS

2023 Graduate Fellowship Award (2023 Summer) (\$3,500 CAD)
School of Interactive Arts and Technology, Simon Fraser University
Graduate Fellowship Award (2023 Spring) (\$3,500 CAD)
Faculty of Communication, Art and Technology, Simon Fraser University

2022 Graduate Fellowship Award (2022 Summer) (\$7,000 CAD)
School of Interactive Arts and Technology, Simon Fraser University
Travel & Minor Research Award (\$1985 CAD)
Simon Fraser University
Travel & Minor Research Award (\$165 CAD)
Simon Fraser University

2021 Travel & Minor Research Award (\$1,369 CAD)
Simon Fraser University
Ph.D. Program Entrance Award (\$7,000 CAD)
School of Interactive Arts and Technology, Simon Fraser University

2020 Graduate Fellowship Award (2020 Summer) (\$6,500 CAD)
School of Interactive Arts and Technology, Simon Fraser University

2012 University of Waterloo President's Scholarship (\$2000 CAD)
University of Waterloo

PUBLICATIONS

CONFERENCE PAPER

- [C4] **Yoo, M.**, Knight L, Odom, W., Berger, A. (2022). Storywork & Reciprocity: On the Design of an Audio Documentary that Extends HCI Research back to Participants. In *Designing Interactive Systems Conference (DIS '22)*, June 13–17, 2022, Virtual Event, Australia. ACM, New York, NY, USA.
- [C3] Zhong, C., Wakkary, R., Odom, W., Chen, AYS., **Yoo, M.**, Oogjes, D. (2022). On the Design of deformTable: Attending to Temporality and Materiality for Supporting Everyday Interactions with a Shape-Changing Artifact. In *Designing Interactive Systems Conference (DIS '22)*, June 13–17, 2022, Virtual Event, Australia. ACM, New York, NY, USA.
- [C2] **Yoo, M.**, Odom, W., Berger, A. (2021). Understanding Everyday Experiences of Reminiscence for People with Blindness: Practices, Tensions and Probing New Design Possibilities. In *CHI Conference on Human Factors in Computing Systems (CHI '21)*, May 08–13, 2021, Yokohama, Japan. ACM Press.

- [C1] Odom, W., **Yoo, M.**, Lin, H., Duel, T., Amram, T., Chen, AYS. (2020) Exploring the Reflective Potentialities of Personal Data with Different Temporal Modalities: A Field Study of Olo Radio. In *Proceedings of the 2020 on Designing Interactive Systems Conference*. July 2020, Eindhoven, Netherlands. DIS '20. ACM Press. ***Best Paper Honorable Mention Award***

CONFERENCE WORKSHOPS ORGANIZED

- [WO1] **Yoo, M.**, Berger, A., Lindley, J., Green, D., Boeva, Y., Nicenboim, I., Odom, W. (2023). Beyond Academic Publication: Alternative Research Outcomes of HCI Research. In *DIS '23 Companion Proceedings*. Pittsburgh, Pennsylvania. ACM Press.

DOCTORAL CONSORTIUM

- [DC1] **Yoo, M.** (2023). Beyond Looking Back: Designing Interactive Technology Together to Support Blind People's Experience of Reminiscence. In *DIS '23 Companion Proceedings*. Pittsburgh, Pennsylvania. ACM Press.

WORK IN PROGRESS

- [WIP1] **Yoo, M.**, Odom, W., Berger, A. (2020). Understanding How Audio Mediates Experiences of Reminiscence for People Living with Blindness. In *Companion Publication of the 2020 on Designing Interactive Systems Conference*. July 2020, Eindhoven, Netherlands. DIS '20. ACM Press.

REVIEWED CONFERENCE WORKSHOP PAPERS

- [WP2] **Yoo, M.**, Odom, W., Berger, A. (2020). Research Through Design with Differently Abled People: Participation, Ownership and Equitable Conclusions. In workshop proceedings of *RtD in Situ: Discussing the Domains and Impact of Design Research*. July 2020, Eindhoven, Netherlands. DIS '20.
- [WP1] Odom, W., Amram, T., Chen, A., Lin, H., White, J., **Yoo, M.** (2019). Reflective Knowledge Production through a Designer-Researcher Approach. In workshop proceedings of *1st Person Research Methods in HCI*. June 2019, San Diego, United States. DIS '19.

CONFERENCE POSTER

- [P1] **Yoo, M.** and Odom, W. (2019). Understanding Opportunities for Designing Interactive Technology to Better Support Everyday Experiencing of Reminiscing on the Past Life for Blind Users. June 2019, Banff, Canada. Canada-Korea Conference on Science and Technology (CKC) 2019.

INVITED PRESENTATIONS

Designing Together: Understanding Others.

Young Generation Technical and Leadership Conference (YGNITE) 2023. San Jose, California, United States. Jan 20 - 21, 2023.

Best Presenter Award – Lightning Talk: Science and Technology

Designing with Participants, Delivering the Outcomes

Guest Lecturer at Parsons School of Design

New York City, New York, United States. Oct 13, 2022.

Diversity and Inclusion in STEM (Science, Technology, Engineering & Math)

Panel Discussion at Canada-Korea Conference on Science and Technology 2022 (CKC 2022). Niagara Falls, Ontario, Canada. Jul 4 - 8, 2022.

Designing for and with People with Disabilities

Invited Speaker at Parsons School of Design

New York City, New York, United States. Oct 13, 2021.

Reminiscence Experience for People Living with Blindness

CKC 2021. Halifax, Nova Scotia, Canada. Sep 1 - 4, 2021.

Understanding Everyday Experiences of Reminiscence for People Living with Blindness: Practices, Tensions and Probing New Design Possibilities.

YGNITE 2021. Virtual Conference. Jan 29 - 30, 2021.

Understanding Opportunities for Designing Interactive Technology to Better Support Experiences of Reminiscence for People Living with Blindness

YGNITE 2020. Seattle, Washington, USA. Jan 11, 2020.

Everyday Design Studio

Young Professional Forum for Korean-Heritage Scientists and Engineers (YPF 2019). Seoul, South Korea. Jul 1, 2019.

FameLab Competition 1st Place Award

Human-Centered Research at Everyday Design Studio

Invited Presentation at Creative Interaction Design Lab

Korea Advanced Institute of Science and Technology (KAIST), Daejeon, South Korea. Jul 9, 2019.

ACADEMIC SERVICE

Committee Member	Canada-Korea Conference on Science and Technology (CKC) '18, '19, '21, '22, '23
Journal Reviewer	ACM Transactions on Accessible Computing (TACCESS) '23
Conference Reviewer	ACM Human Factors in Computing Systems (CHI) '21, '22, '23 ACM Designing Interactive Systems (DIS) '20, '21, '22 ACM Interactive, Mobile, Wearable and Ubiquitous Technologies (IMWUT) '21
Evaluation Committee	The Roboethics Competition @ IEEE Robot & Human Interactive Communication (RO-MAN) '21