Chunjong Park

Paul G. Allen School of Computer Science & Engineering
UW, 185 E Stevens Way NE, Seattle, WA 98195
cjparkuw@cs.washington.edu
http://cjpark.xyz

RESEARCH INTERESTS

Ubiquitous Computing, Human-Computer Interaction

EDUCATION

University of Washington — SEP. 2017 ~
Ph.D., Computer Science & Engineering, *(Advisor: Shwetak Patel)*

Korea Advanced Institute of Science and Technology (KAIST) — FEB. 2017
M.S., Computer Science, *(Advisor: Sung-Ju Lee)*

Korea Advanced Institute of Science and Technology (KAIST) — FEB. 2015
B.S., Computer Science, *(Advisor: Sue Moon)*

RESEARCH EXPERIENCES

Ubicomp Lab., University of Washington — SEATTLE, WA
Research Assistant — SEP. 2017 ~
Designing and building mobile health application that can be used easily and safely by ordinary people.

- Smartphone-based automated rapid diagnostic test (RDT) reader for people with less clinical background (e.g., community health workers in Africa and Southeast Asia, ordinary people at home).
- Measures to assure the quality of input data for deep learning models used in mobile health applications.

Snap Inc. — SEATTLE, WA
Research Intern — JUN. 2019 ~
(Manager: Andrés Monroy-Hernández)
Building a non-textual communication application on smartphone and wearable by seamlessly recommending appropriate avatars that represent user's current context.

Nokia Bell Labs — CAMBRIDGE, UK
Research Intern — JUN. 2018 ~ SEPT. 2018
(Manager: Fahim Kawsar, Mentors: Alberto Gil Ramos, Sourav Bhattacharya)
Built well-curated audio dataset and a deep learning model on IoT devices for understanding ambient contexts.

Networking & Mobile Systems Lab., KAIST — DAEJEON, KOREA
Research Assistant — MAR. 2015 ~ JUL. 2017
Worked on exploring context-aware smartphone notification management, understanding thermal characteristics of smartphones, and exploring better use of micro spare time.

Advanced Networking Lab., KAIST — DAEJEON, KOREA
Undergraduate Researcher — JUL. 2014 ~ MAR. 2015
Worked on improving TCP congestion control in a datacenter. Designed and implemented a module that measures latency of TCP packets with a sub-microsecond accuracy.

PUBLICATIONS

Augmenting Conversational Agents with Ambient Acoustic Contexts
(In submission to WWW 2020)

An Observational Study of Sleep, Mobile App Interactions and Job Performance
(Under revision for IMWUT)

Fire in Your Hands: Understanding Thermal Behavior of Smartphones
Soowon Kang, Hyeonwoo Choi, Soo Young Park, **Chunjong Park**, Jemin Lee, Uichin Lee, and Sung-Ju Lee
ACM Conference on Conference on Mobile Computing and Networking (MobiCom), Oct. 2019

"Don't Bother Me. I'm Socializing!": A Breakpoint-Based Smartphone Notification System
Chunjong Park, Junsung Lim, Juho Kim, Sung-Ju Lee, and Dongman Lee

ACM Conference on Computer-Supported Cooperative Work and Social Computing (CSCW), Feb. 2017

Zaturi: We Put Together the 25th Hour for You. Create a Book for Your Baby
Bumsoo Kang, Chulhong Min, Wonjung Kim, Inseok Hwang, **Chunjong Park**, Seungchul Lee, Sung-Ju Lee, and Junehwa Song
ACM Conference on Computer-Supported Cooperative Work and Social Computing (CSCW), Feb. 2017

DX: Accurate Latency-based Congestion Feedback for Datacenters
Changhyun Lee, **Chunjong Park**, Keon Jang, Sue Moon, and Dongsu Han
IEEE/ACM Transaction on Networking, Feb. 2017

Accurate Latency-based Congestion Feedback for Datacenters
Changhyun Lee, **Chunjong Park**, Keon Jang, Sue Moon, and Dongsu Han
USENIX Annual Technical Conference (ATC), Jul. 2015

WORK EXPERIENCES

Content N — SEOUL, KOREA
Lead Software Engineer — OCT. 2013 ∼ MAR. 2014
Designed and developed back-end systems for a mobile arcade game, *Sushi Master*, using Amazon AWS, Node.js, MongoDB, and Redis. Developed data analysis tool and web interface for game statistics.

Company 100, Inc. — SEOUL, KOREA
Software Engineer — MAR. 2012 ∼ OCT. 2013
Designed and developed back-end systems for a mobile action-RPG game, *MetalBreaker*, using Amazon AWS, Node.js, MongoDB, and Redis. Developed data analysis tool and web interface for game statistics.

SQISoft, Inc. — SEOUL, KOREA
Software Engineer — DEC. 2010 ∼ MAR. 2012
Developed billing system for heat & electricity, and face recognition-based immigration clearance system deployed at the Incheon Int'l Airport.

Nexon Corp. — SEOUL, KOREA
Intern — SEP. 2010 ∼ DEC. 2010
Developed an in-game chat module in *BubbleFighter* online game.

TEACHING EXPERIENCE

Teaching Assistant — University of Washington
Introduction to Computer Communication Networks — WINTER 2018, FALL 2017

Teaching Assistant — KAIST
Introduction to Computer Networks — SPRING 2016, SPRING 2015

Teaching Assistant — KAIST
Networking for Smartphone Systems and IoT — FALL 2015

PROGRAMMING SKILLS

- **Language:** C, C++, Java, Javascript(Node.js), Python, Objective-C, Swift
- **OS/Platform:** Linux(Ubuntu), Android, iOS/WatchOS
- **Hardware:** Arduino
- **Database:** MongoDB, Redis, MySQL
- **Framework/Library:** OpenCV, scikit-learn, PyTorch
- **Version Control:** Git(GitHub, GitLab)

ACADEMIC SERVICES

Reviewer — IMWUT 2018, 2019
CHI 2019, 2020
MobileHCI 2019

AWARDS

Outstanding Teaching Assistant Award — KAIST, MAR. 2017
Outstanding M.S. Thesis Award — KAIST, FEB. 2017
Outstanding Teaching Assistant Award — KAIST, MAR. 2016