

# Chunjong Park

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RESEARCH INTERESTS	Ubiquitous Computing, Human-Computer Interaction Novel sensing systems for health and interaction using computer vision, machine learning, and signal processing.	
EDUCATION	<b>University of Washington</b> Ph.D., Computer Science & Engineering, ( <i>Advisor: Shwetak Patel</i> )	SEP. 2017 ~
	<b>University of Washington</b> M.S., Computer Science & Engineering, ( <i>Advisor: Shwetak Patel</i> )	JUN. 2020
	<b>Korea Advanced Institute of Science and Technology (KAIST)</b> M.S., Computer Science, ( <i>Advisor: Sung-Ju Lee</i> )	FEB. 2017
	<b>Korea Advanced Institute of Science and Technology (KAIST)</b> B.S., Computer Science, ( <i>Advisor: Sue Moon</i> )	FEB. 2015
RESEARCH EXPERIENCES	<b>Ubicomp Lab., University of Washington</b> <i>Research Assistant</i> Designing and building mobile health application that can be used easily and safely by ordinary people. <ul style="list-style-type: none"><li>• Smartphone camera-based user-facing health sensing applications for rapid diagnostic test capture and interpretation, capillary refill time measurement, and corneal topography.</li><li>• Improving interpretability and reliability of deep learning models for consumer-facing health applications</li><li>• Analyze user behaviors from large scale data collected from consumer-facing health devices and applications.</li></ul>	SEATTLE, WA SEP. 2017 ~
	<b>Microsoft Research</b> <i>Research Intern</i> (Manager: Ken Hinckley, Mentors: Michel Pahud, Eyal Ofek, Teddy Seyed) Built sensor-mediated interaction techniques for seamless content sharing in multi-device, multi-user environment, using proxemics and micro-mobility.	REDMOND, WA JUN. 2020 ~ SEPT. 2020
	<b>Snap Inc.</b> <i>Research Intern</i> (Manager: Andrés Monroy-Hernández) Built a non-textual communication application on smartphone and wearable by seamlessly recommending appropriate avatars that represent user's current context. Prototypes released in App Store ( <a href="#">Significant Otter</a> , <a href="#">BFF</a> )	SEATTLE, WA JUN. 2019 ~ DEC. 2019
	<b>Nokia Bell Labs</b> <i>Research Intern</i> (Manager: Fahim Kawsar, Mentors: Alberto Gil Ramos, Sourav Bhattacharya) Built strongly labeled audio dataset and a deep learning model on IoT devices for understanding ambient contexts.	CAMBRIDGE, UK JUN. 2018 ~ SEPT. 2018
	<b>Networking &amp; Mobile Systems Lab., KAIST</b> <i>Research Assistant</i> Worked on exploring context-aware smartphone notification management, understanding thermal characteristics of smartphones, and exploring better use of micro spare time.	DAEJEON, KOREA MAR. 2015 ~ JUL. 2017
	<b>Advanced Networking Lab., KAIST</b> <i>Undergraduate Researcher</i> 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.	DAEJEON, KOREA JUL. 2014 ~ MAR. 2015

**PUBLICATIONS** Diagnostic accuracy of an app-guided, self-administered test for influenza among individuals presenting to general practice with influenza-like illness: study protocol  
Victoria Lyon, Monica Zigman Suchsland, Monique Chilver, Nigel Stocks, Barry Lutz, Philip Su, Shawna Cooper, **Chunjong Park**, Libby Rose Lavitt, Alex Mariakakis, Shwetak Patel, Chelsey Graham, Mark Rieder, Cynthia LeRouge, Matthew Thompson  
*BMJ Open*, Nov. 2020

Augmenting Conversational Agents with Ambient Acoustic Contexts  
**Chunjong Park**, Chulhong Min, Sourav Bhattacharya, Fahim Kawsar  
*ACM International Conference on Human-Computer Interaction with Mobile Devices and Services*, Oct. 2020

Supporting Smartphone-Based Image Capture of Rapid Diagnostic Tests in Low-Resource Settings  
**Chunjong Park**, Alex Mariakakis, Jane Yang, Diego Lassala, Yasamba Djiguiba, Youssouf Keita, Hawa Diarra, Beatrice Wasunna, Fatou Fall, Marème Soda Gaye, Bara Ndiaye, Shwetak Patel, Ari Johnson, Isaac Holeman  
*International Conference on Information and Communication Technologies and Development (ICTD)*, Jun. 2020

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

**PATENTS** Non-Textual Communication and User States Management  
Andrés Monroy-Hernández, **Chunjong Park**, and Fannie Liu  
U.S. Patent App. Filed, September 2020

**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
  - **Framework/Library/Version Control:** OpenCV, scikit-learn, PyTorch, Git

ACADEMIC SERVICES

Reviewer

IMWUT 2018, 2019, 2020, CHI 2019, 2020, 2021  
MobileHCI 2019, ISWC 2020, IEEE Pervasive Comp. 2020

Student Volunteer

UbiComp 2019, 2020

AWARDS

Microsoft W+D Summer 2020 Hackathon Winners

MICROSOFT, AUG. 2020

Outstanding Teaching Assistant Award

KAIST, MAR. 2017

Outstanding M.S. Thesis Award

KAIST, FEB. 2017

Outstanding Teaching Assistant Award

KAIST, MAR. 2016

The 9<sup>th</sup> Open Source SW World Challenge, Silver Medal

KOSSA, DEC. 2015