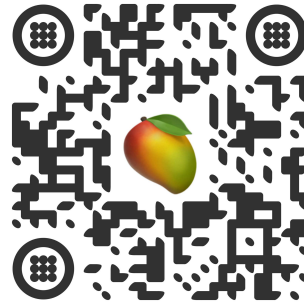# Sol Choi

Computational Media, UCSC Baskin School of Engineering
Alternative Learning Technologies Games Lab
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## A Sensory Design Engineer

I like to make my hands dirty to augment and stimulate sensory experiences and dedicate to playful and food experiences.

## Education

**University of California, Santa Cruz**, USA
> Ph.D, Computational Media, 2023 —
> Alternative Learning Technologies Games Lab Advisor: Eddie Melcer.

**Carnegie Mellon University**, Pittsburgh, USA
> Master in Entertainment Technology, 2022 - 2023
> GPA: 3.8/4.0 Advisor: Jessica Hammer.

**Yonsei University**, Seoul, Korea
> B.S. in Information and Interaction Design, 2016 - 2022
> B.S. in Food and Nutrition, 2018 - 2022

## Publication

1. **E. Choi**, Y. Kang. 2024. A Multi-Sensory Kiosk Interface to Familiarize Users With New Foods. In Proceedings of the ACM on Interactive, Mobile, Wearable and Ubiquitous Technologies (IMWUT). doi.org/10.1145/3643545

2. **E. Choi**, Y. Kang. 2023. Exploration of VR Technology for Product UX Design Decisions. In Design Convergence Study, 22(6), 89-102.10.31678/SDC103/5

3. S. Kwon, **E. Choi**, M. Kim, S. Hwang, D. Kim, Y. Kang. 2021. What happens to my instagram account after I die? Re-imagining social media as a commemorative space for remembrance and recovery. In IFIP conference on human-computer interaction (pp. 449-467). Cham: Springer International Publishing

4. G. Lee, S. Lee, **E. Choi**, Y. Kang. (In Preparation). Brainstorming with AI: Does Its Personality Matter Among Ex-traverted and Introverted Users? In International Journal of Human-Computer Interaction.

5. J. Kim, **E. Choi**, S. Yoon, Y. Lee, D. Kim. 2021. BEHIND CHICKEN RATINGS: An Exploratory Analysis of Yogiyo Reviews Through Text Mining. In Journal of the Korea Contents Association, 21(11), 30-40.

## Academic Employment

Researcher, Alternative Technologies Games Lab, CA, USA, 2023 -
UX Researcher, Entertainment Technology Center, CA, USA, 2023 -
Research Lead, Design For Experience Lab, Seoul, Korea, 2021 - 2023
Researcher, MakerSpace Yonsei, Incheon, Korea, 2021 - 2021
Researcher, Big Data Conference Club, Seoul, Korea, 2020 - 2022

## Non-Academic Employment

Producer and Technical Engineer at CMU Entertainment Technology Center, Pittsburgh, USA, 2022 - 2023
Concierge at Samsung Electronics, Seoul, Korea, 2022 - 2022
Product Designer and Sales Executive at Makeupfood, Monterrey, Mexico, 2019 - 2021

## Teaching Experience

**Intro to Build: Advanced/ Alternative Controllers** Winter 2024
    Teaching Assistant, with James Fey, at UCSC
**Intro to HCI Design Methods** Fall 2023
    Teaching Assistant, with Prof. Kate Ringland, at UCSC
**Backend Development** Fall 2021
    Bootcamp Manager, at Yonsei University
**Interaction Design** Spring 2020
    Teaching Assistant, with Prof. Younah Kang, at Yonsei University
**Techno-Art Division CAPSTONE Project** Fall 2020
    Teaching Assistant, with Prof. Keeheon Lee, Younah Kang, at Yonsei University

## Honors

First Place at Big Data Analysis Competition, Yonsei University, Fall 2021
Academic Honor Roll at Yonsei University, Fall 2020
Gold Medal at Social Innovation Award, Yonsei University, Fall 2019
Gold Medal at National Taekwondo Tournament, Puebla, Mexico, Fall 2018

## Skills

**Language**: JavaScript, C++, R, Python, HTML, Swift, CSS
**Research:** SPSS, Text Mining, NLP, Sentiment Analysis, A/B Testing, Atlas.ti, Matlab
**Design:** Adobe Suite, Figma, Arduino, Cinema 4D, Rhino, Tableau, Unity, 3D Printing, Laser Cutting

## Reference

**Dr. Eddie Melcer**, Associate Professor, Dept. of Computational Media, University of California, Santa Cruz
    emelcer@ucsc.edu     `https://edwardmelcer.net/`
**Dr. Younah Kang**, Professor and Chair, Dept. of Information and Interaction Design, Yonsei University
    yakang@yonsei.ac.kr     `https://www.uicinnovation.yonsei.ac.kr/`