

# Mina Huh

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## RESEARCH INTERESTS

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Human Computer Interaction, Human AI Interaction, Accessibility, Video Interaction

## EDUCATION

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<b>Korea Advanced Institute of Science and Technology (KAIST)</b>	Daejeon, Korea
B.S. in Computer Science	Mar.2016 - Feb.2021
<b>Exchange program in ETH Zurich</b>	Zürich, Switzerland
B.S. in Computer Science	Sep.2019 – Jan.2020
<b>Exchange program in University of California, Santa Cruz</b>	Santa Cruz, CA
Software intensified program (merit-based)	Jun.2018 - Jul.2018

## CONFERENCE/JOURNAL PUBLICATIONS

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**[c.4] A Duoethnographic Study of a Mixed-Ability Team in a Collaborative Programming Context** *(Under Review)*

Mina Huh and JooYoung Seo

*Proceedings of the 15th International Conference on Computer Supported Collaborative Learning, 2022*

**[c.3] Exploring Perceptions, Practices, and Challenges of Using Makeup and Cosmetics for People with Visual Impairments** *(Under R&R)*

Franklin Mingzhe Li\*, Francheska Spector\*, Meng Xia\*, Mina Huh\*, Peter Cederberg, Yuqi Gong, Kristen Shinohara, and Patrick Carrington  
*(\*: 4 authors contributed equally)*

*Proceedings of the SIGCHI Conference on Human Factors in Computing Systems, 2022*

**[c.2] Cocomix: Utilizing Comments to Improve Non-Visual Webtoon Accessibility** *(Accepted)*

Mina Huh, Yunjung Lee, Dasom Choi, Haesoo Kim, Uran Oh, and Juho Kim

*Proceedings of the SIGCHI Conference on Human Factors in Computing Systems, 2022*

**[c.1] RubySlippers: Supporting Content-based Voice Navigation for How-to Videos**

Minsuk Chang, Mina Huh, and Juho Kim

*Proceedings of the SIGCHI Conference on Human Factors in Computing Systems, 2021*

## POSTER/WORKSHOP PUBLICATIONS

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**[w.1] Reimagining Accessibility and Inclusion in K-12 CS Education Through Curriculum and Professional Development**

Maya Israel, Supriya Dey, Yota Dimitriadi, Heather Feldner, Amy Isvik, Noel Kuriakos, Jean Salac, Mina Huh, and Gesu India

*Microsoft Research Accessible Computer Science Education Fall Workshop, 2020*

## RESEARCH EXPERIENCES

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**UCLA HCI Lab (with Prof. Xiang Anthony Chen & Prof. Amy Pavel)** Jul.2020 – Present

1. Enhancing Information Seeking in Educational Videos for People with Visual Impairments

*In preparation for UIST`22 / Presented the work in SIGCHI CSCW Asia School 2020*

2. Multimodal Interaction Techniques for Eyes-free Video Editing

*In preparation for UIST`22*

**KAIST Interaction Lab (with Prof. Juho Kim & Prof. Uran Oh)** Jan.2020 – Oct.2021

1. Data Modeling Techniques for Supporting Conversational Interaction in Video Tutorials

*Won Grand prize(1<sup>st</sup>) in URP program / Published CHI`21 full paper*

2. Comments-driven Interaction Techniques to Improve Webtoon Accessibility

*Submitted first-authored CHI`22 and got conditionally accepted*

**UIUC Accessible Computing Lab (with Prof. JooYoung Seo)** April.2021 – Present

Understanding Experiences of Mixed-ability Team Collaborating in a Group Programming Project

*Submitted CSCL`22 paper as the first author*

**ETH Zürich DS3 Lab (with David Dao)** Sep.2019 – Jan.2020

Prediction of Audience Reaction to Public Speech

**Ecole Polytechnique Epizeuxis Lab (with Prof. Jiazi Yi & Prof. Thomas Clausen)** May.2019 – Aug.2019

Intelligent High-Performance Computing Network (esp. B.I.E.R)

## FELLOWSHIPS & AWARDS

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**Grand Prize, Undergraduate Research Participation @ KAIST** Aug.2020

*Won Grand prize(1<sup>st</sup>) from the engineering school with conference fellowship*

**KAIST Undergraduate Research Grant** Feb.2020

<Data Modeling Techniques for Supporting Conversational Interaction in Video Tutorials>

**LINE-KAIST Scholarship** Nov.2019

Encouraging scholarship for promising undergraduates majoring in Computer Science

**Grace Hopper Celebration - Google Travel Scholarship** Oct.2019

Based on leadership qualities, academic excellence and efforts to increase women in tech

**Google Women Techmakers Scholarship** Aug.2018

73 accepted among 25,000 applicants

**National Excellence Scholarship (Natural Sciences and Engineering)** Mar.2016 – Feb.2020

Government funding for admission fee, full amount of school support fees in undergraduate program

## WORK EXPERIENCE

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### Software Developer of Humelo

Dec.2018 – Mar.2019

Product Team & API Server Team (<https://www.humelo.com>)

Designed the main webpage providing APIs and identified important user flows and patterns

### Software Developer of SPARCS OTL Team

Mar.2018 - 2019

SPARCS – Student Organization building and maintaining IT services for KAIST

Designed and implemented the timetabling website (OTL) with course information and reviews

Over 300 visitors per day (<https://otl.kaist.ac.kr/main/>)

## SERVICES

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### Academic Services

Reviewer: CSCL 2022, CSCW 2021, CHI LBW 2021

Student Volunteer: UIST 2020, UIST 2021 (JST captain)

### Outreach and Leadership

Korea Childhood Cancer Center Mentoring – Teaching English and Math virtually Jan.2021 - Present

Freshmen Guidance Group - Helping freshmen with academic work and school life Feb.2018 – Feb.2019

KSOP Mentoring - Teaching Math and Programming to gifted underserved students Feb.2017 - Dec.2017

KAIST Buddy Program - Helping international students adjust to the campus life Aug.2017 - Dec.2017

## MEDIA COVERAGE

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**KAIST CS Annual Report:** Undergraduate winning 1<sup>st</sup> place in URP program Feb.2021

**KAIST Research Magazine:** *“Creating technology that accommodates everyone”* Nov.2020

**TJB News:** Student orchestra’s flash mob celebrating National Liberation Day of Korea Aug.2017

## MENTORING

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### Undergraduate Research Assistants

Yejin Kwon – UCLA fall/winter intern 2021

Intizar Tashov – KAIST summer/fall intern 2021

## SKILLS

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**Languages :** C, C++, Python, Java, JavaScript, HTML/CSS

**TOEFL IBT :** 115/120 (R 30/30, L 30/30, S 27/30, W 28/30)