

Mina Huh

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RESEARCH INTERESTS

My current research interests are 1) modeling interactions for effective audio visual media consumption and 2) building assistive technology to support full participation of people with diverse abilities.

To achieve them, I design, build, deploy and test systems in conjunction with HCI principles.

EDUCATION

Korea Advanced Institute of Science and Technology (KAIST) Daejeon, Korea
B.S. in Computer Science Mar.2016 - Feb.2021

Exchange program in ETH Zurich Zürich, Switzerland
B.S. in Computer Science Sep.2019 – Jan.2020

Exchange program in University of California, Santa Cruz Santa Cruz, CA
Software intensified program Jun.2018 - Jul.2018

PUBLICATIONS

Leveraging Comments to Improve Webtoon Accessibility for Blind or Low Vision Readers

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 (Under Review)

Exploring Perceptions, Practices, and Challenges of Using Makeup and Cosmetics for People with Visual Impairments

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 (Under Review)

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

RESEARCH EXPERIENCE

KAIST Interaction Lab (Supervised by Prof. Juho Kim & Prof. Uran Oh) Jan.2020 – Present

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

Won Grand prize(1st) from the entire engineering school / Published CHI`21 full paper

2. Comments-driven Interaction Techniques to Improve Webtoon Accessibility

Submitted CHI`22 full paper as the first author

UCLA HCI Lab (Supervised by Prof. Xiang Anthony Chen & Prof. Amy Pavel)

Jul.2020 – Present

1. Enhancing Information Seeking in Videos for Blind and Visually Impaired People

To be submitted to UIST`22

2. Supporting Accessible Video Editing for Blind and Visually Impaired People

In-progress

UIUC Accessible Computing Lab (Supervised by Prof. Jooyoung Seo)

April.2021 – Present

Accessible Information Change Tracking for Blind and Visually Impaired Programmers

To be submitted to CSCL`22

ETH Zürich DS3 Lab(Supervised by David Dao)

Sep.2019 – Jan.2020

Prediction of Audience Reaction to Public Speech

During exchange program

Ecole Polytechnique Epizeuxis Lab (Supervised by Prof. Jiazi Yi, Prof. Thomas Clausen) May.2019 – Aug.2019

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

During exchange program

FELLOWSHIPS & AWARDS

Grand Prize, Undergraduate Research Participation @ KAIST

Aug.2020

1st place <Data Modeling Techniques for Supporting Conversational Interaction in Video Tutorials>

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 full scholarship (tuition and stipend) for undergraduate program

LINE-KAIST Scholarship

Nov.2019

Encouraging scholarship for promising undergraduates majoring Computer Science

WORK EXPERIENCE

Software Developer of Humelo

Dec.2018 – Mar.2019

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

Design the main webpage providing APIs and Identify important user flows and patterns

Developer of SPARCS OTL Team

Mar.2018 - 2019

SPARCS - Special organization for KAIST IT services

OTL - Timetabling website with course information and reviews for all KAIST students

- Over 100 visitors per day (<https://otl.kaist.ac.kr/main/>)**PROJECTS**

Hanmaum Korean Language Learning App

Dec.2020 – Sep.2021

Voluntary project with Hanmaum Volunteering Organization

Role: Product Leader

Guiding peer-evaluation in pronunciation practice for Korean learners in low-resource setting

KatchUp: A Lightweight Lecture Catch Up System for Latecomers

Sep.2020 - Dec.2021

KAIST <Social Computing> course project

A web platform to support efficient catch up with context in real-time online lectures

Voice Input Guidelines for Hololens 2

Sep.2019 - Jan.2020

ETH <Human Computer Interaction> course project with Microsoft Research Hololens team

Guidelines for developers to effectively integrate voice commands into Hololens applications

SinK-DaT: Sino-Korean (Sin-Ko) Detector and Translator

Mar.2020 - Jul.2018

KAIST <Natural Language Processing> course project

Language model to help the young Korean generation in comprehending difficult corpora

UCShareCar: Android App for Finding a Rideshare

Jun.2018 - Jul.2018

UCSC <Software Engineering> course project

Role: Product Manager

SERVICES

Academic Services

Reviewer: CSCW 2021, CHI LBW 2021

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

Public Outreach

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

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 - Present

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

SKILLS

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

TOEFL IBT : 115/120 (R 30/30, L 30/30, S 27/30, W 28/30) **GRE** : V 162/170, Q 170/170, W 3.5/6