

Johnny Cho

UX researcher, Data Analyst

[5+ years of experience in User Experience research] [Ph.D in Human-Computer Interaction] [Quantitative/Qualitative Method and Data Analytic]

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🌐 bit.ly/2GXdoUI

WORK EXPERIENCE

User Experience Researcher

Seattle Public Library & University of Washington

06/2020 - Present

Project: Esports teen player's mental health & wellbeing

- Granted the research proposal and executed the research plan
- Conducted the participatory design for 8 months with 20 participants
- Conducted grounded research in systematic review and case studies
- Led 20 participatory design workshops for user experience research, including drawing, speed words, board cards, situation roleplay
- Conducted qualitative method for esports coaches' interview and workshop data
- Evaluated and analyzed the implications to investigate the teen player's mental model about the toxic behaviors and ideate optimal solution for helping esports teen players' mental health.
- Prototypical design solution: created tilt board cards prototype and converted it as a digital game
- Executed A/B testing to acknowledge better performance for practical use in the esports coaching program

Founder/User Experience researcher

KidsVR

09/2018 - 09/2019

Start-up Company

- User research on how we can increase IT curriculum for elementary school
- Conducted field study and ethnography for 6 months in New Jersey Camden elementary school
- Created research questions and teach the students to investigate how the students consume immersive technology
- Evaluated and analyzed the challenges of using VR HMD for children
- Design the new VR HMD for kids and proposed this prototype to grant seed funding
- [LINK](#)

User Experience Researcher

Syracuse University

09/2015 - 05/2017

Project: how spatial presence in VR affects memory retention and motivation

- Usability testing for virtual reality and computer and learning effectiveness
- conducted a quantitative method: Created the questionnaire to assess hypotheses and collected data through the experiment
- Analyze data statistically: correlation, ANOVA, independent T-test, linear regression, AMOS
- statistically proved that presence mediates the memory in virtual reality
- Created virtual reality stimulus prototype using Unity and C#
- Wrote journal papers and grant awards in the International Communication Association

HR Manager (Full-time)

SK (IT & Telecommunication), South Korea

01/2012 - 03/2014

- Planned and developed the in-company personnel transfer system
- Engaged in a range of personnel management including recruiting, transferring and retirement
- Planned and processed online recruiting, internship for the disabled
- Promoted recruiting service, Reviewed applications & processed interview sessions

March 22 2021

PROJECTS

Effect of Social Virtual Reality as Language Learning Tool (09/2020 - Present)

- Experimental research comparing Zoom vs. social VR platform, [LINK](#)

Data Science COVID Statistics Visualizing with R Studio (09/2020 - 12/2020)

- Visualized the COVID real time data by using R and R package, [LINK](#)

Escape Room Game for Changing Perception of Misinformation (09/2020 - 12/2020)

- Created escape room with one developer and one designer, [LINK](#)

BTS AI App (05/2020 - 07/2020)

- Used Tensflow and applied 3000 pictures in machine learning, [LINK](#)

Augmented Reality Museum (Moonshot) (01/2020 - 06/2020)

- Advised creation of AR solar system as project manager, [LINK](#)

Gamer Group Homepage Re-design (01/2020 - 04/2020)

- Re-design the old-style website used HTML and CSS, [LINK](#)

Mixed Reality prototype

- [HoloLens Interactive Visualization for Exploring Dynamic Scientific Data](#)
- [AR VanGogh](#)
- [VR Memory and Second Language Learning](#)
- [VR Travel Language](#)
- [VR Immersive Learning \(Dinosaur\)](#)

SKILLS

Usability Testing

R

SPSS

Figma

Unity & C#

Python

HTML & CSS

Card Sorting

Affinity Diagram

EDUCATION

Ph.D. Student in Information Sciences

University of Washington

09/2019 - Present

GPA 3.75/4.0

M.S.Ed. in Learning Science and Technology

University of Pennsylvania

09/2017 - 05/2019

GPA 3.8/4.0