

HYERIM PARK

Munich, Germany | hpark.hci@gmail.com | Portfolio:hyerim-park.com | [LinkedIn](#) | [Google Scholar](#)

UX RESEARCHER & INTERACTION DESIGNER — HUMAN-AI INTERACTION · MULTIMODAL SYSTEMS · AI UX

UX researcher and interaction designer specializing in AI-powered systems, multimodal interaction, and prototyping. Experienced in studying user behavior and translating insights into interaction models and functional prototypes for real-world design workflows.

Experience

BMW Group — UX / Interaction Researcher & Designer (Industrial PhD Candidate)

Munich, Germany

Dec. 2022 – Present

- Designed and implemented a **VR-based generative texturing interface** supporting immersive workflows
- Conducted **mixed-method user research** (interviews, usability studies) to identify interaction challenges in generative AI image tools
- Designed **multimodal interaction techniques** (text, scribbles, annotations) improving precision and controllability in image refinement workflows
- Translated research insights into **interaction concepts, workflows, and functional prototypes**
- Developed **Agent-to-UI interaction** for voice-driven UI generation

Audi AG — Software Development Intern (AR/VR)

Ingolstadt, Germany

Oct. 2020 – Mar. 2021

- Developed AR/VR prototypes for production-related use cases
- Collaborated with designers and engineers on interaction concepts

Selected Projects

Multimodal Image Refinement (AI UX) — Designed multimodal interaction combining text, scribbles, and annotations to improve control and iterative refinement in AI workflows used by professional designers

Generative VR Texturing Tool — Designed immersive AI workflow enabling real-time interaction with generative outputs in VR

Awareness in VR (XR UX) — Designed awareness cues supporting social interaction without breaking immersion

Education

PhD in Human-Computer Interaction — University of Stuttgart

Dec. 2022 – Expected Apr. 2026

M.Sc. Human-Computer Interaction — LMU Munich

Oct. 2019 – Sep. 2022

B.Sc. Media Informatics — LMU Munich

Oct. 2015 – Sep. 2019

Skills

Interaction Design & Tools: UX workflows, multimodal UX, Figma

UX Research: Qualitative & quantitative methods, usability testing, thematic analysis

Technical: Python, JavaScript, React, FastAPI, Git

AI Systems: LLMs (e.g., GPT), Stable Diffusion, ControlNet, FLUX

Immersive: Unity (C#), VR systems, Oculus Quest, HTC Vive

Publications

Publications in CHI, IUI, EICS, CHI EA, NordiCHI, ISS

Additional

Patents (BMW, granted): Automatic mapping of 2D textures to generative 3D models; In-car generative AI image editing UX

Languages: English (Professional), German (C1), Korean (Native)

Certificates: Google UX Design (Coursera), Human Factors in AI (Duke), Machine Learning Foundations (AWS)