

EDUCATION

University of California, Irvine Class of 2023

Masters in Human-Computer Interaction and Design

Medical Supply Inventory Management for the Los Angeles Fire Department (LAFD)

NAVER UX DESIGN CENTER S. KOREA

UX Design Practicum Certificate

UX Enhancement for Kids Web Portal, Jr. NAVER

Handong Global University S. KOREA

Bachelor of Industrial and Information Design

U-Public Park Project for Ministry of Information and Communication

LG Convergence Mobile Phone UX for LG Electronics

WORK EXPERIENCE

Freelance Work 2011 - CURRENT, USA

Design Director | Visual Designer

- Directed major projects in visual design, branding, and space design as Design Director at Community Church since 2017
- Executed diverse design projects for small businesses, schools, and non-profit organizations
- Worked with clients such as KNA Media, CGNTV America, Korea Daily, etc., on website redesigns, proposing page layouts using UX design processes, designing content, and handling monthly maintenance.

Ministry of Land, Infrastructure and Transport Summer 2009 - Spring 2010

UX Researcher (Freelance work)

- Worked as an external research contractor at an organization under the Ministry of Land, Infrastructure, and Transport, conducting UX research for WMS (Warehouse Management System) and proposing UI designs

MOBILIS INC Winter 2008 - Spring 2009

UX | UI Designer (Freelance work)

- Proposed UX improvements for the iOS Bible Application UI and conducted UX research for the iOS English Dictionary as an external research contractor

Infragistics (Renamed as Polaris Office) Spring 2007 - Summer 2008, S. KOREA

UX Designer

- Designed UI for mobile browsers (Samsung, LG, SKT) and KT's IPTV browser
- Led Mobile Browser Usability Testing as a moderator
- Conducted KT Next Generation IPTV UI project, collaborating with Seoul National University, KAIST, KT, Tangerine UK, and Design Fever
- Participated in projects like Helio Mobile Browser (US market), SKT Next Generation MegaSim Project UI (Chinese market), and company intranet usability improvements

NAVER 2006, S. KOREA

UX Intern

- Conducted Usability Testing for NAVER Online Dictionary Wordbook
- Conducted competitive analysis for HanGame's Go-Stop Online Game and its competitors
- Explored various design departments at NAVER, including Search, Blog, and Game departments

AWARDS

Excellence Team Award

People of Passion Personal Award

UX Proposal for Kids Web Portal, Jr. NAVER

2006 | NAVER UXDP

Top Award

Brand Renewal Strategy for Declining

Athlete Shoe Brand Industry

2006 | Ministry of Trade, Industry, and Energy

PAPER

Research on the Next Generation of IPTV UI with Gyro Remote Control

2008 | HCI Society of Korea

A Study on Remote User Research Method for Mobile Interface Design Based on the Online Diary

2006 | HCI Society of Korea

SKILL SET

UX UI DESIGN

User Interface Design
User Experience Design
Product Design
System Design
Interaction Design
Mockup Design
Storyboarding
Wireframing /
Prototyping

UX RESEARCH

URM Planning
User Research
Quantitative Research
Qualitative Research
Information Architecture
Task Analysis
Expert Evaluation
Heuristic Evaluation
Competitive Analysis
Data analysis & Insights
Usability Testing

VISUAL DESIGN

Graphic Design
Brochure Design
Booklet Design
Flyer Design
Typography
Iconography

BRANDING

Brand Strategy
Repositioning
Brand Identity Design
Visual Design
Web Design

SOFTWARE

Figma
Adobe Creative Suite
Photoshop
Illustrator
InDesign
Sketch
Microsoft
Keynote
HTML/CSS
GitHub
Heroku
Wordpress

LANGUAGE

English, Korean, Chinese