

So Yeon Kim

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UI/UX Designer
with a Game-design
background

Education

New York University, Tisch School of the Arts	Sep 2018 ~ May 2024 expected
<ul style="list-style-type: none">• B.F.A in Interactive Media Arts• Minor in Game Design• GPA: 3.945/4.0	

Experiences

Dong-a Ilbo (UI/UX Designer Intern)	March 2022 ~ Aug 2022
Korean daily newspaper based in Seoul, founded in 1920	
<ul style="list-style-type: none">• Developed ‘<u>The Original</u>,’ an interactive journalism webpage, from the UX stage to the final UI product• Designed graphics for the company’s social media, including Instagram posts and Youtube channel thumbnail templates• Co-worked with journalists and developers to create interactive journalisms such as ‘<u>James Webb Telescope: the Observer of the Origin</u>’ and ‘The moment you press 911’• Increased the number of the company's newsletter subscribers from 1,000 to 1,500 in three months by re-designing the graphic content• Established a wireframe of Channel A for website renewal	

J’Stock (UI/UX Designer Intern)	Sep 2021 ~ Dec 2021
Korean stock trade startup	
<ul style="list-style-type: none">• Planned and designed the <u>landing page</u> of J’STOCK, a Korean IPO stock Trade app• Worked with financial specialists to develop a storyboard and UI system of the Private Equity fund app service called Fundgo• Created logos and informative graphics	

Awards & Honors

Excellence Award at 2021 Korea Tour API Competition	Nov 2021
<ul style="list-style-type: none">• Korea Tourism Organization, Kakao Corp.	
Finialist at Women in Fintech	Aug 2021
<ul style="list-style-type: none">• Standard Chartered	

Tools

UI/UX Design
Figma, Protopie, Adobe XD
Graphic Design
Photoshop, Illustrator, Clip Studio
3D Modeling
Reality Capture
Programming
Unity, p5.js

Skills

Prototyping
Persona&User Journey
Wireframing
Social Media management
User Testing
Interaction Design
Design System&Style Guide
Character Design
Game Design

Languages

Korean
English
Japanese (JLPT N2)