Jeong Ha Seung (Nathan)

Email: jeungha89@gmail.com
LinkedIn: linkedin.com/in/jeonghaseung/

Experience

UX/UI Designer at Arcaders Website (Personal Project)   March 2024 - July 2024
- Completed a follow-up project to provide responsive experience to wider user pool
- Developed a web-based user flow through user research, wireframing, prototyping
- Conducted a pre-post usability research with 8 participants to provide better user navigation and overall user experience during prototyping
- Performed detailed competitive analysis on 8 major game-review products in the current market

UX/UI Designer at Arcaders App (Personal Project)   August 2023 - November 2023
- Initiated a project that informed gamers with organized descriptions and reviews
- Designed a customizable game review app through ideating, wireframing, prototyping
- Researched on an online focus group of 5 participants to create effective user flow during ideation phase

Developing an Exploratory Study of Beginners' Interactions with Clojure (University Project)   August 2021 - May 2022
- Obtained a competitive research grant ($1,500) from the University of Minnesota Morris Undergraduate Research Opportunities Program
- Developed an original educational model for novice programmers
- Submitted and presented paper/abstract at the 2022 Midwest Instruction and Computing Symposium

Game Development Project: Galaxy 1945 (University Project)   Jan 2021 - May 2021
- Took a leadership role to developed an original game (interface design, idea development)
- Demonstrated fluency in Lisp programming language

Skills

- Technical: Figma, Adobe XD
- UX/UI Design: Wireframing, Prototyping, App, Design for accessibility
- Statistical software and coding: R, SPSS, Excel
- Statistical skills: Usability research, Basic data cleaning, ANOVA, Regression
- Questionnaire design: Qualtrics, Google Forms

Certification

Google UX Design Certificate   August 2023 - September 2023
- Conduct UX Research and Test Early Concepts
- Start the UX Design Process: Empathize, Define, and Ideate
- Foundations of User Experience (UX) Design
- Build Wireframes and Low-Fidelity Prototypes
- Create High-Fidelity Designs and Prototypes in Figma

Education

University of Minnesota (UMN)   August 2017 - May 2022
Morris, MN
Bachelor of Arts
Major in Psychology; Minor in Statistics
CGPA: 3.948; *High Distinction;* Outstanding Graduate of Psychology 2022
Relevant Coursework: Organizational Behavior, Data Analysis, Algorithm Development, Media Computation

Conference Presentations

Talks and symposia
Seung, J. (2022, April). Developing an Exploratory Study of Beginners' Interactions with Clojure. The research presentation was given at the Midwest Instruction and Computing Symposium 2022. Milwaukee, WI (Virtual).

Research Experience

DSCN Lab (UMN Psychology Lab)   May 2022 - February 2023
Minneapolis, MN
Research Assistant
- Aiding development of lab training manual, test design, and coding guide
- Communicating with participants/guardians during recruitment process through email/phone calls
- Managing experiment schedules through Google Calendar and Excel

COVID-19's Impact on International Students' Lives   August 2021 - May 2022
and Their Health
Primary author
- Developed IRB-approved research design and original Qualtrics-based online survey
- Collecting, managing, and analyzing more than 110 virtual survey results
- Collaborated with more than 10 universities from 5 different states for recruitment
- Led the research as a primary author, actively communicated, and brought novel ideas

Additional

Office of Academic Success, UMN Morris   January 2021 - May 2022
Learning Assistant Mentor
- Managing and analyzing database through virtual app
- Strategizing ways to maximize the quality of user experiences
- Monitoring, supporting, and providing feedback to tutors/tutees
- Helping students employees communicate with the school office (Office of Academic Success) and faculty members

17th Infantry Division, Republic of South Korean Army   June 2018 - February 2020
Operator/Squad Leader
- Developed virtual manual to maximize the squad's performance during operations
    o Provided guidelines for subordinates
- Led a team as a squad leader (during and off operation)