

Jeong Ha Seung (Nathan)

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Experience

Game Development Project: Galaxy 1945 (University Project) 2020

- Took a leadership role to developed an original game (interface design, idea development)
- Demonstrated fluency in Lisp programming language

Developing an Exploratory Study of Beginners' Interactions with Clojure (University Project) 2022

- Obtained a competitive research grant (\$1500) from the University of Minnesota Morris Undergraduate Research Opportunities Program
- Developed an original educational model for novice programmers
- Paper/abstract submitted and presented at the 2022 Midwest Instruction and Computing Symposium

UX 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 under 3 months through ideating, wireframing, prototyping
- Conducted an online usability research with 5 participants to create effective user flow during ideation phase
- Finished the project within 3 months by managing the overall development

UX 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 within 4 months as a project manager
- Researched on user reaction with 8 participants to provide better user navigation and overall user experience
- Performed detailed competitive analysis on 8 competitors in the current market

Skills

- Technical: Figma, Adobe XD
- Design: User flow, Wireframing, Prototyping, Usability Research, App Design, Design for Accessibility
- Statistical software and coding: R, SPSS
- Statistical skills: Basic data cleaning, ANOVA, regression, Mauchly's
- Questionnaire design: Qualtrics
- Systematic reviewing: screening abstracts, Effect size conversion in R
- Database maintenance: Excel

Education

University of Minnesota (UMN) 2017-2022
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 Dev, 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

COVID-19's Impact on International Students' Lives and Their Health 2021-2022
Primary author

- Developed IRB-approved research design and original Qualtrics-based online survey
- Collecting, managing, and analyzing +110 virtual survey results
- Collaborated with +10 universities from 5 different states for recruitment
- Led the research as a primary author, actively communicated, and brought novel ideas

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 Google Excel

Additional

Office of Academic Success, UMN Morris January 2021-May2022
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)