

HYEJUN YOUN

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New York, NY

I am an Interactive designer, developer and researcher with a passion for user experience design and HCI using cutting-edge technology and psychology. I use an approach that is both creative and data-informed, and I am eager to work on interactive projects on multiple platforms.

EDUCATION

Rhode Island School of Design (RISD)

M.F.A in Digital Media, 2020
2 Years Fellowship with Assistantship

Brown University

Coursework in Literary Arts & Computer Science
Writing in 3D, Spring 2019
Creating Modern Web Applications, Spring 2020

New York University

B.S. in Psychology/Minor in Studio Art,
Digital Art and Design
Honors: Dean's List. 2014 - 2018

HACKATHON & EXHIBITION

HackBrown 2020, Providence, RI
Best Real World Application, 2020

Cracking Habit, Seoul, South Korea
Single Exhibition, 2020
<https://hyejun95.github.io/images/dnmd-interview.pdf>

HackHarvard 2019, Cambridge, MA
Best Overall Hack (2nd Place), 2019
Best UX/UI Design, 2019
<https://www.thecrimson.com/article/2019/10/21/2019-hackharvard>

HackNY 2019, New York, NY
Best Use of Giphy SDK Award, 2019

MIT Hacking Arts 2019, Cambridge, MA
Finalist, 2019

RISD Material Funds, Providence, RI
Selected Graduate Students Funds, 2019

Cyberspace VR, Providence, RI
Granoff Center, Brown University, 2019
Sol Koffler, Rhode Island School of Design, 2019
<http://writing3d.xyz/#Final%20Presentations>

Decoding Language, Providence, RI
Cyberarts Gallery, Group Exhibition, 2019
<https://bostoncyberarts.org/new-user-digital-media-at-risd-exhibition>

Mindmap, Providence, PA
Friends Select School Alumni Show, 2019

PROFESSIONAL EXPERIENCE

MIT Media Lab, Cambridge, MA

Collaborator, Feb 2020 - Present
Collaborate with the MIT Media Lab under a Ph.D. candidate in the Responsive Environments Group, assist developing the HCI of a pneumatic device for soft robotics, including UI/UX design and front end coding using HTML, CSS, and Javascript. Conduct experiments, work on fabrication, and document researches for preliminary soft robotics course in the Spring semester at MIT.

Loft, Providence, RI

UI/UX Designer/Video Editor, Jan - Mar 2020
Worked on 3D animation, video editing, and information architecture projects, assisted in ideation and prototyping using Sketch, Invision and Figma, provided visually compelling solutions rooted in user-centered research insights

Rhode Island School of Design (RISD), Providence, RI

Interactive Design Assistant, Jan 2019 - May 2020
Organized and helped developing department website using Front-end coding (HTML and CSS), edited videos and photos to be posted on social media using After Effects, proofread the website, and created posters for visiting artists

Bread Communication, Republic of Korea, Seoul

Video Editor/Graphic Design Intern, Jun - Aug 2018 & 2019
Developed storyboards for Samsung refrigerator, assisted in photographing Samsung LED and Hyundai for advertisements, assisted in web design for the agency's website using Figma, helped designing a massive media installation at Incheon International Airport using Cinema 4D

SKILLS

2D Design

Adobe Suites	Sketch	Proto.io
Invision	Figma	Zeplin

3D Design

Unity 3D	Rhino 3D	Maya
Z Brush	Cinema 4D	Fusion 360

Programming

JavaScript	CSS	p5js
Python	HTML	Vuforia
Processing	Kinect	Unity 3D (C#)

Language

English (Native)	Korean (Native)	Chinese (Inter)
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