



INTEREST

ABOUT ME

Hello! I'm the product of a creative advertising background in South Korea and a high-tech IT Master's—think of me as a UI/UX Designer and Web Developer with a double shot of espresso. With rapid learning skills and a knack for crafting interfaces that users don't just use but love, I'm here to turn complex problems into beautifully simple solutions. Eager to enhance your digital solutions? I'm ready to make an impact!



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<https://github.com/Miya-JW>



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EDUCATION

Nov 2023 ~ Feb 2025

Master's Degree

Information Technology
University of Waikato
Hamilton, New Zealand

Sep 2008 ~ Feb 2011

Bachelor's Degree

Advertising & Public Relations
Chung-Ang University
Seoul, Korea

REFEREE

Professor Mark Apperley

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University of Waikato

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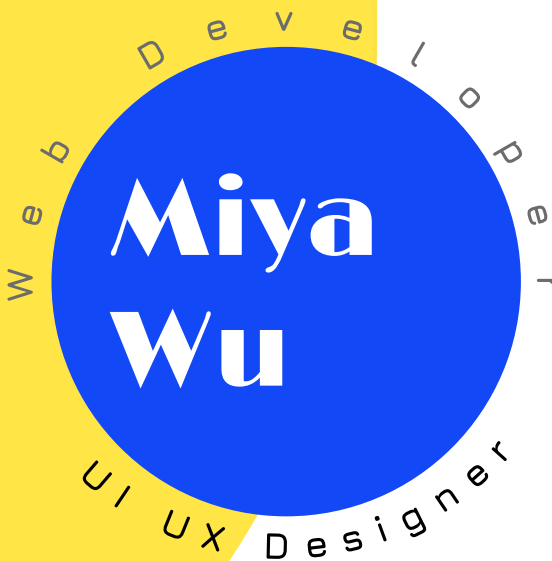
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LANGUAGE

Chinese

English

Korean

PROFESSIONAL EXPERIENCE

Te Tāwharau o te Whakatōhea UI/UX Designer & Tester Intern Nov 2024 ~ Feb 2025

As a UI/UX Designer & Tester Intern for the "Te Reo Māori Board Game: Prototype Dev't Extension" mobile app, I led the design and testing to improve Māori language learning through interactive gaming. My role involved optimizing user flow and interface design using Figma, ensuring the app was both user-friendly and educationally effective. I also conducted extensive usability testing, integrating user feedback to enhance engagement and learning outcomes effectively.

Qingdao Urban Gift Industry Research Institute Event Planning Specialist May 2012 ~ Aug 2020

Developed gift planning strategies incorporating Qingdao's cultural elements, enhancing product designs and marketing campaigns to closely align with user preferences. Coordinated cross-functional teams to efficiently manage projects, showcasing strong potential in technical and marketing project management. Analyzed market trends and competitor activities, providing strategic recommendations that drive continuous innovation and effective application development tailored to user needs.

VOLUNTEERING

Red Cross New Zealand Hamilton, New Zealand May 2024 ~ Sep 2024
Waimarie Community Garden Hamilton, New Zealand April 2024 ~ May 2024

● **Connect-it** | React | Axios | Node.js | Sequelize | MySQL | External APIs | AWS

Developed “Connect It,” my original concept for a social media platform where users manage personalized lists of books, music, and movies, filling a niche gap for an all-in-one media list site.

Integrated multiple external APIs including Google Books, TMDB, and Spotify to enrich the platform with diverse content, facilitating enhanced user interaction and content discovery.

Employed a full-stack development approach using React, Redux, Node.js, Express, and Sequelize, and deployed the application on AWS using services like Amplify, S3, and CloudFront to ensure scalability and high availability.

● **Solar Energy Dashboard** | Figma | React | Typescript | D3.js

Spearheaded the development of a solar energy visualization platform from concept to prototype, identifying key data representations and user needs through initial comprehensive research on solar energy systems.

Engineered responsive and interactive prototypes with Figma, focusing on user experience to ensure clarity and engagement, which enhanced decision-making for users managing solar energy consumption and generation.

Implemented the frontend using TypeScript and React, integrating D3.js for dynamic data visualizations that provide real-time insights into energy flow, historical usage trends, and predictive forecasting.

● **Te Reo Māori Board Game** | Figma

Te Reo Māori Board Game: Te Kēmu Arapū (Web)

Developed “Te Kēmu Arapū,” a web-based Maori language game prototype inspired by Rummikub, with a UI crafted in Figma that integrates Maori colors and cultural elements. The design is player-focused, ensuring an intuitive grasp of the game mechanics, with a complete prototype that demonstrates the full app and gameplay experience.

Te Reo Māori Board Game: Prototype Dev’t Extension (Mobile)

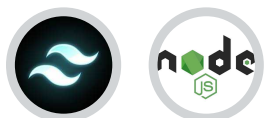
Led UI/UX redesign for the “Te Reo Māori Board Game: Prototype Dev’t Extension,” enhancing interactive elements and user flow to improve engagement. Crafted a user-friendly interface with a focus on accessibility, incorporating adaptive learning paths tailored to diverse user proficiency levels in Māori language. Conducted user testing sessions to refine game mechanics and validate design choices, successfully integrating user feedback to optimize educational content and gameplay experience.

● **Visualization Design** | Pages | Figma

Life-Line, a web application concept that uses interactive maps and timelines to visually represent an individual’s travel and residency history.

Family Tree, an interactive web application that uses a globe-shaped map and a dynamic timeline to visually trace family members’ residences and life events, enhancing engagement through detailed, clickable visualizations of individual and generational histories.

Music Collection, an interactive music collection visualization that leverages Python scripts for data acquisition from Spotify, enabling users to explore an extensive library of 155 albums and thousands of tracks through dynamic 3D visualizations, searchable databases, and customizable playlists.



TECHNICAL SKILLS

SOFT SKILLS

Quick Learner

Critical Thinking

Creativity

Problem-Solving

Continuous Learning

Time Management

Adaptability

Empathy