YURI CHOI

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EDUCATION

Massachusetts Institute of Technology   *Cambridge, MA | August 2021 - May 2025*
Bachelor of Science in Neural and Computer Sciences | GPA: 4.6/5.0
- **Coursework**: Artificial Intelligence, Deep Learning, Interconnected Embedded Systems, Web Dev, Designing VR, Algorithms, Machine Vision, Prob + Stats, Neuroscience, Psychology

PROFESSIONAL EXPERIENCE

Doorstep.ai | Design and Logistics Intern   *New York | June 2024 - September 2024*
- Led design initiatives for pitch decks, company branding, and product UI/UX
- Conducted comprehensive market and competitor research to inform decision-making and streamline product development
- Facilitated cross-team communication and task management to enhance operational efficiency

Tactical Edge Reprogramming | Researcher   *MIT CSAIL | May 2023 – January 2024*
- Serving as the primary front-end developer for a user-friendly web app projected to enhance robot training and validation efficacy
- Oversaw user testing for web app optimizations as the secondary human experiment conductor
- Leveraged HTML, CSS, and JavaScript to create a mechanics dashboard, incorporate eye-tracking, and overall enhance UI/UX, significantly streamlining the user experience

MIT Renewable Energy Clinic | Web Design Lead   *MIT DUSP | May 2023 – September 2023*
- Led full-stack development for a project aimed at reducing opposition to renewable energy initiatives
- Facilitated public access to renewable energy data through the maintenance of an open-source database and frequent updates regarding research findings
- Integrated modern UI/UX design principles, achieving a 50% improvement in user experience metrics

Girl STEMinist | Director of Logistics and Programming   *New York | October 2020 - November 2021*
- Directed digital + social growth initiatives, collaborating with executive, engineering, and marketing teams to establish schedules and ensure timeliness of deliverables
- Produced biannual digital journals and conducted monthly promotional workshops, facilitating readership and contributing to a 40% increase in membership applications
- Boosted public engagement by 55% by optimizing web platforms and spearheading communications

Design at Columbia | Director of Design   *Remote | July 2020 - September 2020*
- Led user research and competitive market analysis, identifying key industry trends and opportunities
- Conducted weekly presentations on user flows, wireframes, prototypes, + social media outreach
- Proposed a strategic reorganization of the team's operational framework, leadership roles, and targeted objectives, yielding a notable boost in team productivity

PROJECTS

Homemade: Collaboratively coded an API-based cooking game, taking charge of gameplay + graphics *(2022)*
Familiar Strangers: Designed the mechanics + visuals for a beta VR experience involving hand tracking *(2023)*

SKILLS

Technical: Figma | Framer | Full-Stack | Github | Microsoft Office Suite | Unity | UI/UX
Languages: CSS | C++ | C# | Git | HTML | Java | Javascript | React | Python | English, Korean, Spanish