

Amy Shim

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Education

Massachusetts Institute of Technology

Bachelor's of Science in Media Studies

Awards: Burchard Scholar, Dana Mead Scholarship Recipient, and Fung Foundation Scholar

Scrum Alliance

Certified Scrum Product Owner (CSPO)

Skills: Owning product & feature backlog; conducting daily stand-ups, sprint planning & retros

Experience

Solsten, Inc.

09/22 - present

UX Researcher, Project Manager

New York, New York

- Shipped 3 games analytics features alongside dev team of 20+ engineers, UX designers, and data scientists
- Lead project planning, scoping, and scheduling efforts, ensuring timely & high quality software builds
- Spearhead end-to-end research studies for game studio clients, contributing to \$2m increase in ARR

MIT Games Lab

09/20 - 02/21

Consumer Entertainment Researcher

Cambridge, MA

- Conducted research on top 1% of Disney theme park goers, identifying key drivers of theme park loyalty
- Tracked & coded data and lead concept explorations of annual pass program competitive landscape

Personal Robotics Group

02/20 - 06/20

Human Computer Interaction (HCI) Researcher

Cambridge, MA

- Collaborated with multidisciplinary team to prototype & evaluate social robots tailored for older adult users
- Established strong relationships with local senior centers, facilitating real-world testing with 60+ participants

Pew Research Center

06/19 - 08/20

News Media Research Intern

Washington D.C.

- Planned and executed nationally representative surveys measuring how Americans received news
- Strategized data collection methods targeting rural populations, improving response rates by 12%

Community

WMBR 88.1 FM Radio

01/18 - 06/21

Programming Producer

wmbr.org

- Developed storylines, booked guests, & hosted live broadcasts for 5000+ daily public radio listeners
- Monitored listener feedback & ratings data to meet audience preferences, expanding listener base by 8.5%

Suspended: A Documentary Film

01/19 - 01/20

Production Coordinator

www.imdb.com/title/tt28524855

- Defined creative vision & cultivated relationships with local community, yielding 15+ interview segments
- Facilitated communication between director, producers, and crew, leading to streamlined shooting timeline

Playlist Made Physical

09/18 - 09/19

Developer

amyshim.github.io/PlaylistMadePhysical.html

- Built augmented reality app that associates physical objects with user generated playlists in Swift
- Implemented lean development workflow with 5-person team of 1 QA tester, 2 artists, and 1 UX Designer

Skills & Interests

Project Management: Jira & Confluence, Agile/Scrum, Lean/Kanban, Waterfall, Roadmapping, Playtesting

Favorite Games: Age of Empires 3, Pokémon Legends: Arceus, Animal Crossing: New Horizons, Tetris

Languages: English (native), Korean (conversational)