

Johyun An UX Engineer

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Education

BS, Interactive Game Design, Computer Science Minor

Aug 2016 - May 2021

- Games in EAE(Entertainment Arts and Engineering) program, University of Utah
- GPA 3.6, Dean's list status as of December 2016 and present

Skills

- Languages: **Java, Python, C#, JavaScript, CSS, HTML**
- Tools: **Adobe XD, Illustrator, Photoshop, Sketch, Figma, Unity, Unreal Engine, Maya**

Experience

UX Engineer Intern, UXFactory

Jun - Dec 2020

- Built a home workout application for Android that uses a CNN deep learning image recognition algorithm for the accurate localization of joints movement.
- Built a web application using Node.js, React, Express, Axios and managed users database with MySQL
- Designed a matching algorithm solution in MySQL between the two database sets for a B2B service platform
- Led seminars and critiques about healthcare business platform and data literacy

Undergraduate Research Assistant, University of Utah

Feb - Dec 2019

- Researched using quantitative analysis and creative visuals on how interactive media can enhance medical treatment and diagnosis by analyzing the mobile apps for timely self-managing treatment of Type2 Diabetes.
- Built a responsive prototype with medical graphic simulation and created a safe, controlled embedded system for tracking user's data.

Tech Director, HackTheU

Jan - April 2020

- Leading the web design and logistics team to create a public website for registration, event announcement, live chat platform for the largest hackathon in Utah, using AWS and SQL servers to manage the data and HTML, CSS, and JavaScript for the website.

UX Design Intern, Gapp lab/Center for Medical Innovation

Jan - July 2019

- Designed the UI graphics and tested medical games for 100 geriatric patients at the University Hospital.
- Prototyped educational games in C# and JavaScript using Unreal Engine and Create Js engines.
- Planned UX design changes in therapeutic games according to the user experience test results.

Ambassador Coordinator, Utah FIRST Robotics

Aug 2018

- Served as a point of contact for students, teachers, mentors at the event ensuring that everyone was on track and their questions were answered. Collaborated with Robot Inspectors to provide the appropriate hardware to students for them to complete their projects successfully.
- Facilitated lab hours for students to further increase their understanding of programming and QA testing through demonstrations.