Teresa Park | UX Engineer

Driven by empathy, I love designing experiences that create small but meaningful impacts on people's lives and spark positive change.

website.url
linkedin.com/in/parkteresa
u1426363@utah.edu

Experiences

Product Designer - Game UXUI (Contract)

May 2025 - Jun 2025 / University of Utah, Salt Lake City, UT

- Designed the end-to-end product experience for rhythm game, including UX flows, design system, and high-fidelity prototypes, *ensuring consistent intuitive navigation across 20+ screens/variations.*
- Produced animated characters and backgrounds using Photoshop/After Effects, 100% consistency with game's UX flows.

Mobile Application UI Developer / Dandilyonn

Jun 2023 - Aug 2023 / remote, United States

- Selected as 1 of 52 participants from 100+ applicants across 30+ universities.
- Designed and developed a mobile app (DiShare) to improve meal accessibility, based on user surveys (n=30+), personas, and journey mapping to identify user pain points.
- Translated research insights into wireframes, UI design system, and high-fidelity prototypes, delivering accessible and efficient meal-planning solutions.
- Collaborated in a 4-person interdisciplinary team using Figma, Firebase, and React Native under agile iterations.

Selected Group Projects

2025 Bolt Hackathon (World's Largest Hackathon)

Jun 2025 - July 2025 / Seoul, Korea

- *Designed end-to-end product experience by creating information architecture, user flows, and 20+ screens and variations for a centralized AI tool hub, achieving 2x faster tool discovery in peer testing.*

2024 Google Gemini API Competition - Automated Education Program

Jul 2024 - Aug 2024 / Seoul, Korea

- *Led UX/UI design, wireframe, and prototyping in Figma, integrating Gemini API for real-time study recommendations.*
- *Collaborated with 3 engineers to deliver an accessibility-compliant prototype, 100% of tested users (n=3) to complete tasks w/o barriers.*

2024 NaverWhale UX Research Collaborator

Feb 2024 - March 2024 / Seoul, Korea

- *Conducted hypothesis-driven research to 2+ interviews and usability tests, identifying user pain points in wallpaper feature.*
- *Proposed simplified 3-step flow to reduce friction in applying themes.*

Education

B.S. Computer Science

University of Utah, Feb 2022 - present
Expected Graduation: Dec 2026

Courses

Design Human Center Systems, Web Software Dev I, Mobile App Programming, Algorithms and Data Structures, Accelerated Obj-Oriented

Skills & Software

Skills

UX Design, UI Design, UX Research, Wireframe, Prototype, Motion Graphics, Interactive Design, Responsive Design, Accessibility

Programming

HTML (Proficient), CSS (Proficient), JavaScript (Intermediate), Python, Django (Intermediate), C++ (Intermediate), React (Beginner), Source Control (Git)

Tools

Adobe Photoshop, Adobe Illustrator, Figma, Adobe XD, After Effect, C4D, Slack

Certificate

Google UX Design Certificate

Jun 2024 - Oct 2025

Completed the Google UX Design Certificate via Coursera.

Adobe Certified Professional Visual Design

2023.02.04

Certified in Photoshop, Illustrator, and InDesign.