

Teresa Park | UX Designer

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Experiences

Product Designer (Game UXUI, Contract)

May 2025 - Jun 2025 / remote, South Korea

- Designed the end-to-end product experience for rhythm game, including HUD, menu systems, controller mapping, readability/contrast, test synthesis, ensuring consistent intuitive navigation across 20+ screens/variations.
- Produced animated characters and backgrounds using Photoshop/After Effects, and Figma 100% consistency with game's UX flows.

Marketing Associate Director (Brand • Visual Designer)

Aug 2024 - Apr 2025 / University of Utah / on-site, United States

- Designed customized marketing materials for 18 departments, aligning with each team's branding and messaging using Adobe Creative Suite.
- Created and managed promotional posters and feedback campaigns, including a campus-wide student opinion collection initiative.

'Dishare' Mobile Application UX Designer

Jun 2024 - Aug 2024 / Dandilyonn / remote, United States

- Designed and built DiShare delivering accessible and efficient meal-planning solutions, grounded in user research including surveys (n=30+), personas, and journey mapping to identify user pain points.
- Translated insights into wireframes, UI design system, and hi-fi prototypes with 4-person interdisciplinary team using Figma, Firebase under agile iterations.

Designing Human-Centered Systems Teaching Assistant

Aug 2024 - Dec 2024 / on-site, United States

- Designed weekly quizzes for a Human-Centered Systems course, aligning questions with learning objectives and iterating based on feedback to improve clarity and difficulty.
- Held weekly office hours to support students, explain interaction design and usability concepts, and provide individualized feedback on their projects.

Selected Group Projects

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 2 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 - Dec 2026

Expected Graduation: Dec 2026

Courses

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

UI/UX Design School 18th Cohort

Zero-base, Dec 2023

Skills & Software

Skills

UX Design, UI Design, UX Research, Wireframe, Prototype, UI Mockups, Motion Graphics, Interactive Design, Responsive Web & Mobile, Accessibility, Adobe Creative Suite, Communication Skills, Collaboration

Tools

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

Certificate

Adobe Certified Professional Visual Design

Feb 2023

Certified in Photoshop, Illustrator, and InDesign.

Google UX Design Certificate

Nov 2025

Completed via Coursera.

Honors & Awards

Dean's List, University of Utah

2022 - 2023

Language

English native Korean native Japanese proficient