

# YEJIN CATHY PARK

I'm a Boston-based UI/UX Designer passionate about leveraging human-computer interaction to create intuitive designs, with a creative edge in film and travel video editing.

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## ACHIEVEMENTS

2019 James B. Angell Scholar

2017 Nam Center Fellowship

2016 EECS 183 (Elementary Programming Concepts Showcase - Grand Prize Winner

## UX & HCI SKILLS

User Research  
Usability Testing  
User Flow  
Wireframing  
Prototyping  
Data Visualization  
Interaction Design  
Product Design  
Web Accessibility  
Information Architecture  
Data Analysis

## DESIGN TOOLS

Adobe Creative Suite  
InVision  
Sketch  
Figma  
Zeplin  
HTML/CSS  
Python  
R  
MySQL  
GitHub  
Final Cut Pro  
Google Analytics

## LANGUAGE

English *fluent*  
Korean *fluent*

## WORK

### Student Experience Graduate Assistant | Harvard University

Cambridge, MA | Dec 2022 - Present

- Enhanced digital accessibility and strategy, leveraging agile methodologies and user feedback for website optimization.
- Boosted engagement by 200% via strategic communication and data-driven insights for Dean of Students Office campaigns.

### UI + UX Designer | WalkyDoggy Inc

Seoul, South Korea | Feb 2021 - June 2021

- Designed web blogs for communication and advertisement on WordPress; improved DogMaster app usability and engagement through prototyping and userflow analysis with Sketch and Zeplin.
- Increased conversions for remote dog training services by leveraging user insights via Google Analytics and Firebase.

### Health Informatics Designer | University of Michigan Medical School

Ann Arbor, MI | July 2019 - Feb 2021

- Developed accessible web/print content for academia/health sciences, using strategic insights and design thinking.
- Managed Drupal/WordPress content and leveraged analytics to enhance UX strategies in an agile environment.

### UI + UX Design Intern | Day2Life Inc.

PanGyo, South Korea | May 2018 - July 2018

- Designed and prototyped web layouts in agile environments using HTML/CSS and JavaScript, focusing on UX and digital accessibility.
- Developed data dashboards with MVC in Spring Boot/Eclipse, providing actionable insights for strategic decisions.
- Improved global accessibility of web/mobile apps through localization with OneSkyApp, aligning with inclusive design principles.

## RESEARCH

### UX Researcher | University of Michigan

Professor Gabriela Marcu | Ann Arbor, MI | Dec 2018 - April 2019

- Researched smartwatch intervention for students (8-10) with anger management issues, aiming for behavioral tracking and self-management enhancement.
- Planned validation of behavioral monitoring intervention, focusing on improving student self-management skills in educational settings.

### Research Assistant | University of Michigan

Professor Douglas Van Howeling | Ann Arbor, MI | Oct 2017 - April 2018

- Constructed biographies and cross-references for NSF-funded project interviews on Internet development history, ensuring thorough documentation.
- Compiled and analyzed data on interviewees' accomplishments, enriching project content with verified achievements.

## EDUCATION

### Master in Design Engineering | Harvard University

Aug 2022 - Present

AI & ML in Engineering Design; Introduction to Data Science, AI for Mental Health; Methodologies in Design Engineering, Marketing Innovation; Innovation in Science and Engineering; Paper or Plastic: Reinventing Shelf Life in the Supermarket Landscape

### B.S. in Information, Minor in Applied Statistics | University of Michigan

Aug 2015 - May 2019

Needs Assessment and Usability Evaluation; Digital Product Design, Models of Social Information Processing; Experiment Design and Analysis; Building Interactive Applications; Putting the H in HCI: Human Perception, Cognition, and Mental Processes; Applied Statistical Methods II