

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