

Education

University of Michigan

May 2020

Master of Science in Information

Concentration in Human-Computer Interaction

University of Michigan

May 2016

Bachelor of Arts in English Language and Literature

Subconcentration in Poetry

Minor in Japanese Language

Work Experiences

Library Assistant

University of Michigan Harlan Hatcher Graduate Library

8.2018 - Present

- Directing library patrons to appropriate resources
- Practicing empathy and good service procedures
- Conducting reference interviews for patrons both over the librarian chat service and in person
- Fostering an inclusive learning environment

Japanese Education Project Collaborator

University of Michigan Japanese Language Program

9.2017 - Present

- Illustrating for Japanese Department's Visual Novel project
- Researching for and revising documents pertaining project grants, purpose, and scope
- Participating in forming pilot studies for use of 360/180° Video Technology in the beginner's Japanese language classroom

Project Coordinator/Reservations Staff

University of Michigan Language Resource Center

5.2015 - 6.2017

- Created and curated social media presence for Language Bank
- Created original content to be used for promotion, including graphic designs and events
- Updated LRC website using Adobe Experience Manager
- Organized and planned logistics for Language Resource Center event "Translate-A-Thon"
- Moderated daily work flow by addressing questions brought forth by clients and volunteers
- Cataloged new material acquisitions in the LRC Filemaker
- Worked with Reservations staff to assist student staff with media reservations

Skills

Graphic Design: Photoshop, Illustrator, Color Theory

Programming: Python

Language: English, Korean, Japanese

UI/UX: Adobe XD, semi-structured interviews, KJ method, contextual inquiry, affinity wall, analysis, persona creation, storyboarding, wireframing, prototyping

Projects

Client Project

Contextual Inquiry

Skills: Affinity Wall, Client Interview, Analysis

Worked with client company "A" to address their communication needs. A final solution was developed throughout the semester and presented to the client. Conducted various semi-structured interviews to gather affinity notes. Organized notes into an affinity wall to reach the core issues needing resolution. Brainstormed possible solution options and consolidated all information in a final report.

Potholes in Ann Arbor - MyRoads

Interaction Design

Skills: Persona Development, Storyboarding, Wireframing, Prototyping

Premise was to design a UI/UX solution to an every-day problem. Addressed potholes and budget transparency in Ann Arbor. Developed 4 personas and one anti-persona and their storyboards, as well as several design solutions for the issue. After finalizing solution type, created a wireframe and lo-fi prototype for the solution. The prototype was then shared in class for user testing and improvements. After feedback was received, created a mid-fi digital prototype.

Capuccino Infographic

Graphic Design

Skills: Illustrator, Photoshop, Color Theory, Design Principles

Created an infographic for my favorite drink using Illustrator, Photoshop, and design elements as they were taught in class. Developed a typeface and color scheme for the project that reflected the content. Utilized a modular grid and baseline grid to guide composition. Applied Gestalt principles to help the information flow visually.

Logo Design for Just Futures

Graphic Design

Skills: Illustrator, Photoshop, Color Theory, Design Principles

Created a logo and style guide for UM social work group 'Just Futures'. Incorporated type and design elements.

Hello Japan! Visual Novel

University of Michigan Japanese Language Program

<http://hello-japan-vn.com/>

Constructing a visual novel based on first-year Japanese language instruction for a supplementary method to engage with language learning. Sponsored by Japan Foundation, Center for Japanese Studies, Center for Research on Learning and Teaching

Immersive Video Technology

University of Michigan Japanese Language Program

Conducting pilot studies with faculty leader to test the feasibility of incorporating 360-degree video technology in a language-learning environment.