

# STACEY UHM

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[stacey uhm's portfolio](#)

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## WORK

### Adobe Student Ambassador @ Georgia Tech

Oct 2024 - Present

- Develop and execute a comprehensive marketing plan to boost student engagement with Adobe products, increasing activations of Creative Cloud at Georgia Tech while connecting with the global Adobe Student Ambassador network to exchange ideas and best practices.
- Plan to conduct 2+ Adobe workshops annually, teaching students how to effectively utilize Adobe Creative Cloud applications for academic and personal projects, fostering creativity and digital literacy on campus.
- Plan to collaborate with faculty, staff, and student organizations to promote the availability of free Adobe Creative Cloud for students, driving awareness through content creation, social media campaigns, and strategic outreach initiatives.

### Teacher - Bethel Faith Baptist Korean School

Aug 2022 - Present

- Taught engaging lessons on the Korean language and culture, tailored to elementary students' proficiency levels.
  - Developed lesson plans, focusing on grammar, vocabulary, speaking, and writing skills.
  - Pursued opportunities for professional growth, attending workshops and training sessions to stay updated with the latest teaching methods and educational trends
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## PROJECTS

### A-Spot\_IT — Spotify Wrapped Application

Mar 2024 - April 2024

- Developed using Android Studio and Spotify API, offering personalized music data through an intuitive interface.
- Designed and implemented user authentication, personalized music data display, friend management, and customizable settings features.
- Utilized Figma for UI/UX design and Scrum framework for project management, ensuring efficient collaboration and code organization

### Collegelt — College Scheduler and To-Do List App

Jan 2024 - Feb 2024

- Developed an app using Java, Kotlin, and Gradle in Android Studio with SQLiteDB for data storage, enabling users to manage schedules and tasks efficiently.
- Led the design and layout, creating a visually appealing, intuitive user interface that enhanced the overall user experience.

### Aframe Remix — 3D graphic scene

Sep 2024 - Sep 2024

- Utilized A-Frame's entity-component system to create and manage 3D objects, environment settings, and interactions.
  - Structured the project using semantic HTML elements for efficient loading and rendering of 3D content.
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## EDUCATION

### Bachelor of Science in Computational Media

Jan 2024 - May 2026

Georgia Institute of Technology, Atlanta

- Focus on media and interaction design, blending creative and technical expertise to craft engaging user interfaces, interactive experiences, and optimized digital media solutions.
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## ADDITIONAL INFORMATION

- **Programming Languages:** HTML, CSS, Java, Python
- **Technical Skills:** VS-Code, Android Studio, Aframe, PyCharm
- **Languages:** English, Korean
- **Design tools:** Figma, Wix, Adobe Photoshop, Adobe Illustrator
- **Certifications:** webflow 101 certification exam (tested my web design and development knowledge learned in the Webflow 101 course)