

STACEY UHM

Hoschton, GA 30548 • 770-654-7602 • staceyuhm@gmail.com

stacey_uhm's portfolio

EDUCATION

Bachelor of Science in Computational Media

Jan 2024 - May 2026

Georgia Institute of Technology, Atlanta

- Focus on Interaction Design and Media, combining artistic vision with technical fluency to create human-centered digital experiences that are both visually compelling and deeply interactive.
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SKILLS

- **Programming Languages:** HTML, CSS, C, Assembly, C++, GPU, Java, JavaScript, Python
 - **Technical Skills:** VS-Code, Android Studio, Aframe, PyCharm,
 - **Design tools:** Figma, Wix, Adobe Express, Canva, Adobe Illustrator, Adobe Photoshop, Blender, Unity
 - **Languages:** English, Korean
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LEADERSHIP/ PROJECTS

Adobe Student Ambassador @ Georgia Tech

Oct 2024 - Present

- Managed a social media account to engage Georgia Tech students, creating and posting content about Adobe Express, showcasing its capabilities, and encouraging creative exploration on campus.
- 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.
- Develop and execute a comprehensive marketing plan to boost student engagement with Adobe products, while connecting with the global Adobe Student Ambassador network to exchange ideas and best practices.

Bright Cookie's Quest — Game Boy Advance Platformer (C, Assembly)

March 2025 - May 2025

- Designed and developed a fully playable multi-level 2D platformer from scratch, featuring three forest stages, original pixel-art assets, and dynamic gameplay mechanics, including jump, double jump, and jetpack fly mode built from scratch using C and ARM Assembly.
- Integrated looping background and event-based sound effects, level-specific environments, and optimized graphics via DMA transfers and Mode 0 tilemaps, achieving high performance while maintaining visual cohesion and nostalgic GBA aesthetics.

Georgia Tech iOS Club – UI/UX Designer

Jan 2025 - May 2025

- Led the design of the user interface for a game app, IPlay, creating engaging and visually immersive layouts to enhance the gaming experience on iOS devices.
- Developed detailed wireframes and interactive prototypes using Figma, ensuring intuitive navigation and smooth gameplay flow.
- Contributed to the overall game branding, including logo design, color schemes, and iconography, aligning the app's aesthetics with the target audience's preferences for a cohesive and enjoyable experience.

MooMatcha Café – Self-Branding Logo Project

Nov 2024 - Dec 2024

- Created a full brand identity system for a conceptual café, MooMatcha Café, using Adobe Illustrator and InDesign.
- Designed a custom logo, color palette, typography system, and packaging mockups to establish a cohesive visual identity.

A-Spot_IT: Spotify Wrapped Application – Developer/Designer

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
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WORK

Social Media Design for Church

Aug 2025 - Present

- Designing Instagram stories and social media posts for the church's young adult ministry using Adobe Express and Canva
- Optimized visual storytelling for weekly songlist and event promotions

Teacher - Bethel Faith Baptist Korean School

Aug 2022 - Present

- Taught foundational Korean language skills, including Hangul (alphabet), basic vocabulary, grammar, and conversational phrases, to a class of 8-10 elementary students.
- Developed interactive and age-appropriate lessons incorporating games, songs, and storytelling to enhance student engagement and retention.