

STACEY UHM

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[stacey uhm's portfolio](#)

EDUCATION

Bachelor of Science in Computational Media Georgia Institute of Technology, Atlanta	Jan 2024 - May 2026
• 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.	

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

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.	
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	

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	
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.	