

Eugene Ahn

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Aspiring UX designer capable of conducting user research and creating wireframes and prototypes using various design tools such as Sketch App and Balsamiq. Team player who is able to lead and be lead effectively. Competitive and eager to learn the latest trends in technology and design.

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Education

Georgia Institute of Technology 3.51

August 2016 - December 2020

Bachelors of Science in Computational Media
Concentrations in Interaction Design and Media

Experience

Georgia Institute of Technology, Student Assistant
Department of Communications at the College of Computing

August 2016 - Present

Communicate with outside vendors regarding swag purchases. Capture and manage photos to update the college's website for potential students and college affiliates. Organize and maintain storage facilities.

Skills

Programming

Python, Java, C, HTML, CSS, Javascript

Design Tools

Sketch App, Balsamiq, Adobe Suite

Design Methods

Persona, Storyboarding, Wireframing, Prototyping

Extracurricular Activities

Georgia Tech Esports Vice President

August 2019 - Present

Promote the club by planning and hosting various events. Manage every aspect of the club that deals with League of Legends.

Georgia Tech League of Legends Club Secretary

August 2018 - December 2018

Organized club events and managed amateur teams within the club.

Projects

League of Legends Clubs

September 2019 - October 2019

Revamped clubs by researching its users, creating wireframes, and designing a prototype based on League of Legends aesthetics.

BuzzFoods

Spring 2018

Designed a prototype for a mobile app that helps GT students share meal swipes with one another. Conducted user research and created wireframes using Balsamiq.

The CHaRM iOS application

Fall 2018 - Spring 2019

Conducted user research and designed a prototype using Sketch for an app for those affiliated with the recycling facility. Built the application using Swift.

I Died on a Full Stomach

Fall 2017

A Gameboy platforming game coded in C

University League of Legends Team

August 2017 - Present

Participated in various collegiate level tournaments.

Tech the Halls

December 2016

Participated in an event that helps underprivileged children celebrate the holiday season.