Eugene Ahn

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🖥 www.eugeneahn.me

> *College student majoring in Computational Media, an interdisciplinary degree combining computing and design. Interested in creating solutions for real problems in diverse fields using interaction design and media. Aspiring UX designer capable of conducting user research and creating wireframes and prototypes using various design tools such as Sketch App and Balsamiq.*

Education

Georgia Institute of Technology   3.56

August 2016 - December 2020

Bachelor of Science, Computational Media
- Concentrations: Interaction Design and Media

Relevant Coursework
- CS 3750 - Introduction to User Interface Design
- LMC 3705 - Principles of Information Design
- LMC 3710 - Principles of Interaction Design
- LMC 4813 - Interactive Installations

Experience

Georgia Institute of Technology, Student Assistant

August 2016 - Present

- Support the Event Coordinator and Digital Communications Specialist for 12+ College of Computing events.
- Communicate with outside vendors regarding swag ideas and facilitate purchases.
- Capture, manage, and update photos of students, faculty, and college affiliates for the college's website.
- Organize and maintain storage facilities of over 6,000 units of swag and over 8,000 t-shirts.
- Oversee, track, and facilitate communications for biannual t-shirt mailings to the new Online Masters in Computer Science(OMSCS) students, which currently amounts to over 6,000 students per year.

Skills

Design Tools
- Sketch App, Balsamiq, Adobe Suite

Design Methods
- Personas, Storyboarding, Wireframing, Prototyping, Affinity Diagramming

Programming
- Python, Java, C, HTML, CSS, Javascript

Projects

League of Legends Clubs

September 2019 - October 2019

- Revamped Clubs by researching and understanding players' complaints regarding the feature.
- Constructed wireframes and designed a prototype based on League of Legends aesthetics.

BuzzFoods

Spring 2018

- Conceptualized a prototype for a mobile app that allows Georgia Tech students to share meal swipes with one another.
- Conducted user research and created wireframes using Balsamiq.

The CHaRM iOS application

Fall 2018 - Spring 2019

- Performed 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

- Developed a Gameboy platforming game in C.

Extracurricular Activities

Georgia Tech Esports Club Vice President

August 2019 - Present

- Promote the student organization by planning and hosting events such as competitive tournaments, viewing parties, and meetings.
- Collaborate with Riot employees to engage with the organization through tournaments and Q&As.

Georgia Tech League of Legends Club Secretary

August 2018 - December 2018

- Organized club events and directed amateur teams within the club.