

Eunjung Cho

Interaction Designer, UX Designer | echo27713.github.io/design/

My strength is in doing user research fast to get answers for design questions and applying insights from key findings into design solution.

Experience

Knowre

UX Designer, Product Manager | 2018 – Present

- Design flows & wireframe of Knowre Math
- Teacher Dashboard, Student Web, Student iOS app
- Qualitative/Quantitative user research
- Design Iteration with prototypes

Knowre is an edu tech company that develops an online core supplement for Grades 1-12 helping teachers personalize learning for all students.

Personal Project

UX Designer & iOS Developer | 2017– 2018

- Designed, built and launched 2 iOS apps in the app store
- Shopping list app 'List the Simplest'
- Sound recording app 'MusicPot'

Out of the paid workforce

Mom, School Volunteer, Art Docent | 2011 – 2016

- Focused on caring for my 2 children
- Volunteered at my children's school

Naver

Interaction Designer, User Reseacher | 2008 – 2011

- Design flows and User Reseached of Naver Front Page
- Designed flows of Front page content management system
- Product manager of comment component

Olaworks

UX Designer, Design Manager | 2006 – 2007

- Established user research integrated design process
- Designed photo application for desktop

Olaworks was a computer vision tech company that developed facial recognition technologies for smart devices. Acquired by Intel.

Yahoo! Korea

Interaction Designer, User Researcher | 2003 – 2006

- Interaction designed Y! Gugi local search and Y! News
- Worked on Y! interaction design pattern library
- Received 2004 Yahoo! Super Star award for contribution

Education

NC State University, Raleigh, North Carolina

Master of Graphic design

Design thesis: Sound Interaction as Navigation in Digital Media
2000-2002

KAIST, Korea

BS of Industrial design

Focused on user-centered product design

Design thesis: communication device for children with special needs
1996-2000

Skills

Interaction design:

personas, product concept modeling, flows & wireframes, low-fidelity prototyping & design iteration with RITE method

User Research: Field study, Usability test

Design tools: Figma, Sketch

Programming: Swift, HTML, CSS

Tools: Google Analytics, Jira

Languages: Korean, English