

Eunjung Cho

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

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

Experience

Google via ProUnlimited

UX Researcher | Apr 2021 - Oct 2021

- Qualitative user research on Dart DevTools

Work on the Flutter UX team as a contractor, focusing on improving developer experiences

Knowre

UX Designer, Product Manager | 2018 - Apr 2021

- Design flows & wireframe of Knowre Math
- Teacher Dashboard, Student Webapp, Student iPad 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, developed and launched 2 iOS apps
- Shopping list app 'List the Simplest'
- Sound recording app 'MusicPot'

Out of the paid workforce

Mom, School Volunteer, Art Docent | 2011 - 2016

Naver

Interaction Designer, User Researcher | 2008 - 2011

- Designed flows and User Researched of Naver Front Page
- Product manager of comment component

Olaworks

UX Designer, Design Manager | 2006 - 2007

- Established user research integrated design process
- Interaction designed photo app 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, User journey map, Task analysis, Competitive analysis, Diary study, In-depth interview, Participatory design exercise, Log analysis

Design tools: Figma, Sketch

Programming: Swift, HTML, CSS, SQL

Tools: Google Analytics

Languages: Korean, English