

Eunjung Cho

Interaction Designer | read.cv/eunjung

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

Experience

Google via ProUnlimited

UX Researcher | Apr 2021 - Oct 2021

- Qualitative user research on Dart DevTools to improve developer's debugging experience
- Created user journey maps of performance debugging

Work on the Flutter UXR 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 Reseacher | 2008 - 2011

- Designed flows and User Reseached 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