

# Eunjung Cho

UX Researcher, Interaction Designer | [echo27713.github.io/design/](https://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 - Present

- Qualitative user research on developers tools

Work 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