Resume

Rebekah Lim

rebekahlim.com

Design Not Just A Product, But A Solution rebekahappy05@gmail.com

Education

Works

Sungkyunkwan University

Seoul, South Korea / Class of 2020 Bachelor of Library and Information Science

Bachelor of Informatics Student Success Scholarship

Major GPA: 4.07 / 4.50

Forestin

Founding Member, Product Designer

Gyeonggi, South Korea Feb 2020 - Present

Kakao Enterprise

Search Operation Intern

Gyeonggi, South Korea Feb 2020 - Present

H2K

UX Design Intern

Daejeon, South Korea July 2019 - Feb 2020

The UN Refugee Agency

Private Sector Partnerships Service Team Intern

Seoul, South Korea Feb 2018 - Apr 2018

Florida State University

Student Intern

Tallahassee, FL Sept 2017 - Dec 2017

The Sungkyun Times

Journalist

Seoul, South Korea Mar 2015 - Feb 2017

Stanford • UC Berkeley Design Workshop

California, United States

Jan 2019

Projects

Samsung Bixby Redesign

Seoul, Korea Sep 2018

Taiwan • Korea Design Workshop

Taipei, Taiwan Nov 2018

Honors Korea • China Leadership Program

> Korea Foundation For Advanced Studies Beijing, China / Summer 2018

**Excellent Manpower Training Scholarship** 

Sungkyunkwan University Seoul, South Korea / Spring 2017 Florida State University

Tallahassee, FL / Fall 2017

Study Exchange

iSchool, Information Technology Funded by Sungkyunkwan Univ.

GPA: 4.0 / 4.0

Nanyang Technological University

Singapore / Summer 2016

Study Exchange

3D Printing and Additive Manufactoring

Photojournalism GPA: 5.0 / 5.0

Leading a product team designing a mobile app from ideation to fully functional prototypes and wireframes on Figma

Conducting UX studies including user interviews and user data analysis to guide

design decisions and improve user experience Designing an app connecting university students with student clubs based

on their needs for enhanced university life experience during COVID-19 Managing the search experience enhancement process of Kakao, a South Korean mobile platform company with services spanning messaging, search, and more

Developing a Search Operation Program in Go Lang for evaluating

the performances of built-in search engines

Leading a study group studying Go Lang, Hadoop for distributed computing

Redesigned and enhanced usability of "SojungHangul", a mobile application that offers gamified education to teach Korean to children aged 4-8 Designed a reward system on "SojungHangul", providing immersive

user experience and leading the app to be featured as App of the Day on App Store Hosted a company-wide Design Thinking workshop to elicit and incorporate employee feedback into the development of a user-centered product

Identified new opportunities and areas of digital marketing by tracking online donation using Google Analytics

Developed compelling and creative content for Social Media channels including YouTube, NAVER to increase donor support for refugees

Created websites using HTML5, CSS and Wordpress about the Exchange Programs of the Florida State University

Managed social media channels of the College of Communication and Information

Conducted in depth interviews to write helpful articles for the readers of the magazine

Designed layouts using Adobe Photoshop and InDesign

Collected reader and colleague feedback to enhance the quality of magazine

as Monitoring Team lead

Visited the Hasso Plattner Institute of Design and audited ME310 at

Stanford University taught by Professor Larry J. Leifer

Collaborated with UC Berkeley's Smart Mobility Lab (BRAVO) to design of "AR+", a mobile application that enhances commuting experience for UC Berkeley students

Redesigned the first interaction between a user and Bixby, the Samsung intelligence assistant, based on user needs with the methodology TRIZ and Design Thinking

Led the team and won 1st place from Samsung Electronics

Solved the design challenge, "Technology that enables the potential of seniors" Won 1st place by leading the team to design "2U: Smart Finder", a wearable tracking beacon for the elderly with the methodology Design Thinking

Awarded 'The Best Leadership Team' Prize for leading a team consists of 7 International students through successfully conducting user research and street campaigns

Research Topic: Digital Poverty of the Elderly in Korea and China

3 weeks in various cities in Korea and China with 60 International students

Selected as the "Outstanding undergraduate student of the year" Participated in a Global Data Science Camp, visiting IT companies in Seattle and attending seminars at University of Washington, iSchool

Skills Design

> R Persona User Journey Map Python Wireframing SQL SPSS Design Thinking

Data Analysis

Research User Interview Usability Testing A/B Testing Survey

Tools HTML5/CSS3/JS Figma / Adobe Creative Suite Arduino 3D Printing