

HORYUN SONG

UX Researcher · UX Designer

EDUCATION

- 2016 - Current ○ **Georgia Institute of Technology**, Atlanta, USA
Master of Science in *Human Computer Interaction*
- 2012 - 2016 ○ **Yonsei University**, Seoul, Republic of Korea
Bachelor of Science in *Information & Interaction Design*

EXPERIENCE

- 2017 MAY - JUL ○ **UX Research Intern**
Stack Overflow
Conducted interviews and MVP testings; **Analyzed and delivered actionable design recommendations for a collaborative documentation product.** Based on the findings, Stack concluded that it would be a big investment without immediate return and sunsetted the product.
- 2017 JAN - APR ○ **Research Assistant**
Georgia Institute of Technology
Researched Auburn historical district to design a digital system that engages the community and informs public about the neighborhood
- 2016 JAN - APR ○ **Research Assistant**
Yonsei University & Ministry of Commerce Industry and Energy
Conducted user research for the development of a product design support system based on cognitive and affective information
- 2015 MAR - DEC ○ **Teaching Assistant**
Yonsei University
Lead design workshops for Information & Perception course
- 2014 JAN - MAY ○ **UI/UX Designer**
VHAIN, System Integrator & Software Development, Seoul, Korea
Designed user interface of strategic material management system for client POSCO E&C Co., Ltd & KOSTI

PUBLICATIONS

- 2016 JAN - DEC ○ **Song, H. & Jun, S.** (2017) Logue: Unitizing Complex Interaction Fictions for Co-creation. *ACM Designing Interactive Systems (DIS)*.
- 2015 SEP - DEC ○ **Song, H., Jo, Y., Han, S., Lee, H., Kwon, H.** (2016) Smartphone Lock-screen Interface Design to Facilitate Return for Cross-service Bookmarks. *Human-Computer Interaction Korea (HCIK)*.

PROJECTS

- 2017 AUG - DEC ○ **Social Computing Research**
Detecting Emotions: Human vs Computer
Designed a survey to crowdsource emotion detection on Facebook posts. Analyzed and visualized the results from friends, strangers, and computational methods (Natural Language Processing + Image Processing).
- 2016 SEP - DEC ○ **UX Research, Design & Prototype**
U-rack: U-lock + Bike Rack
Conducted user research, designed and prototyped bike rack and lock system for cyclists on campus

CONTACT

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SKILLS

RESEARCH

Discover: Card Sorting, Contextual Inquiry, Focus Group, Interview, NLP (Python, scikit-learn, NLTK), Survey (In-person, online)

Define: Affinity Diagram, Coding (Open, Axial, Selective)

Validate: A/B Testing, MVP Testing, Usability Testing

DESIGN

Explore: Journey Map, Participatory Design, Prioritization List, Persona, Storyboard, Sitemap, Use Case
Make: Adobe Illustrator, InDesign, Photoshop, Premiere, InVision, Sketch

BUILD

Frontend: HTML, CSS, Javascript, jQuery, Ajax, React.js
Backend: MySQL, Oracle, Data Modeling (Erwin)

AWARDS & VOLUNTEER

Finalist, 3 Minute Thesis Competition, Georgia Tech (2017).

Winner, Cosmetic Product Competition, Amore Pacific Corp., Seoul (2013).

Korean-English Translator, Feminist Journal Ilda, Seoul (Current, Remote).

WHAT I AM BEST AT

From Raw Findings to Actionable Design Recommendations

Leading good UX research is one thing, actually getting actionable outcomes is another. I understand how vague design recommendations frustrate UX teams and too specific recommendations do not leave room for the creative solutions. With my background as an interaction designer, I strive to bring actionables that UX teams can collaborate on.