HORYUN SONG
UX Researcher · UX Designer · Artist

EXPERIENCE

2017 JAN -
Research Assistant
Georgia Institute of Technology
Researching Sweet Auburn historic district to design a digital system that engages community and informs public about 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

2013 - 2014
Student UI/UX Evaluator
Daum Communications, Seoul, Korea
Evaluated user experience and user interface of new android launcher

PROJECTS

2016 SEP - DEC
UX Researcher, Designer & Prototyper
U-rack : Georgia Tech HCI Course
Conducted user research, designed and prototyped bike rack and lock system for cyclists on campus

2015 MAR - JULY
UX Researcher & Designer
Ticket Stalker : Yonsei Univ. Capstone Project
Researched users and market possibility to design robust and reliable secondhand ticket market

2014 MAR - JUNE
UX Designer & Prototyper
Re-Caffeine : Yonsei Univ. UX Prototyping Course
Designed gamification of recycling system in coffee shop context, built interactive prototype and tested with users in coffee shop

2013 MAR - JUNE
UI/UX Designer
Storyball *:* Co-Op Yonsei Univ. & Daum Communications
Redesigned user created contents platform and designed new sharing function

PUBLICATIONS

2016 JAN - NOV
UX Researcher & Designer
Logue: Unitizing Complex Interactive Fictions for Cocreation
Paper submitted to Designing Interactive Systems 2017

2015 SEP - DEC
UX Researcher
Smartphone Lock-screen Interface Design to Facilitate Return for Cross-service Bookmarks
Proceeding of HCI Korea 2016

CONTACT

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EDUCATION

Georgia Institute of Technology
Master of Science
Human Computer Interaction
2016 - 2018, Atlanta, USA

Yonsei University
Bachelor of Science
Information & Interaction Design
2012 - 2016, Seoul, Korea

SKILLS

Research
Affinity Diagram, Contextual Inquiry, Focus Group, Interview, Journey Map, Narrative Flow, Persona, Prioritization List, Requirement Extraction, Survey, Task Flow, Use Case

Design
Adobe Photoshop, Illustrator, Premiere, After Effects, InVision, Sketch, Principle, Framer

Development
HTML, CSS, Javascript, jQuery, Ajax, Java (Spring Framework), Wordpress, PHP, MySQL, Oracle, Data Modeling (Erwin)

AWARDS

Etude House Sweet Idea 1st Prize
- Cosmetic product idea competition
- Participated in development process and marketing
- Product launched in May, 2014
- Amore Pacific Corporation, 2013, Seoul, Korea

The 9th Design 2 Business Finalist
- Product design competition
- Design patent acquired in 2015
- Korean Intellectual Property Office & Korea Association of Industrial Designers, 2014, Seoul, Korea