HORYUN SONG
UX Researcher · UX Designer

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
UX Researcher & Designer
Logue: Unitizing Complex Interactive Fictions for Co-creation
Proceedings of ACM Designing Interactive Systems 2017 (DIS '17)

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

PROJECTS

2017 AUG -
UX Researcher, Designer & Prototyper
NSF Project: The Co-production of Knowledge by Reproductive Justice Advocates and Molecular Biologists
Discovering how these two different groups perceive scientific information and using the findings to inform the design of a collaborative information space

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

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, Coding (Open, Axial, Selective), Contextual Inquiry, Focus Group, Interview, Journey Map, Minimum Viable Product (MVP) Testing, Prioritization List, Requirement Extraction, Survey, Task Flow, Use Case

Design
Adobe Illustrator, InDesign, Photoshop, Premiere, Persona (based on user types), InVision, Sketch

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

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. However, 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.