

# HORYUN SONG

## UX Researcher · Designer

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## EDUCATION

**Georgia Institute of Technology** | Atlanta, GA | 2016 – Current (Expecting May 2018)  
Master of Science in *Human-Computer Interaction*

**Yonsei University** | Seoul, Republic of Korea | 2012 – 2016  
Bachelor of Science in *Information & Interaction Design*

## RELATED EXPERIENCE

**UX Research Intern** | Stack Overflow | NYC, NY | May – July 2017

- Initiated and completed a competitive analysis for a collaborative technical documentation product (Documentation)
- Interviewed 13 technical writers, coded using terms from previous internal UX research, and affinity diagrammed the results
- **Took ethnographic approach** by joining an online community for technical writers and attending meetups to gather information difficult to uncover from interviews alone
- **Presented actionable design recommendations** to the VP of Product and engineering team through storytelling by comparing Documentation to a conference room discussion

## SKILLS

### Discover

Card Sorting  
Contextual Inquiry  
Diary Study  
Focus Group  
Interview  
Participatory Design  
Survey (Qualtrics)  
Task Analysis

### Analyze

Affinity Diagram  
Competitive Analysis  
Tableau  
Prioritization List  
Python (NLP)  
Requirements Matrix  
SPSS

### Ideate

Journey Map  
Persona & Scenario  
Storyboard

### Prototype

Adobe Illustrator  
Adobe Photoshop  
Balsamiq  
InVision  
Principle  
Sketch  
HTML/CSS/JS/React  
MySQL

### Test

A/B Testing  
Logitudinal Study  
Usability Testing

**Research Assistant** | Georgia Tech | Atlanta, GA | Jan – Dec 2017

- Researched Atlanta Black history through site-visits and designed an interactive mural to engage visitors by sharing the untold stories of Black female leaders
- **Led weekly design critiques** for a project studio

**UI · UX Designer** | Vhain | Seoul, Republic of Korea | Jan – May 2014

- Collaborated with a developer to design a task-driven web application for global material trading management client (Korea Strategic Trade Institute)

## KEY PROJECTS

**UX Researcher** | Oppia | Open Source | Feb 2018 – Current

- Generating a research plan for **creating online interactive learning materials**

**Researcher** | Detecting Emotions: Humans vs. Computer | Team | Sep – Dec 2017

- Designed a survey to crowdsource emotion detection on Facebook posts from friends and strangers and compared the results with computational methods (Image Processing + Natural Language Processing)
- Visualized the findings using Tableau

**UX Researcher · Designer** | Logue | Personal | 2014 – 2016

- Conducted a focus group interview to identify problems of co-creating fiction and **designed a modular system for collaborative writing**
- **Ran a longitudinal user testing** (2 weeks, 2 teams of co-creators) with a functioning prototype and followed up with a participatory design session
- Published a design research paper, *Logue: Utilizing Complex Interaction Fictions for Co-creation* at ACM Designing Interactive Systems (DIS) 2017

**UX Researcher · Designer** | B-slide | Team | Aug – Dec 2015

- Interviewed target users to identify online contents bookmarking behavior
- **Designed a bookmark curation lock-screen using personas based on interviewee behavior patterns**
- Published a design research paper, *Smartphone Lock-screen Interface Design to Facilitate Return for Cross-service Bookmarks* at HCI Korea (HCIK) 2016