HORYUN SONGUX Researcher · UX Designer · Artist

| EXPERIENCE | | | CONTACT |
|---|---------|---|---|
| 2017 JAN - | P | Research Assistant | 404.312.5894 |
| | | Georgia Institute of Technology | horyun.design 🔗 |
| | | Researching Sweet Auburn historic district to design a digital system | horyunsong@gatech.edu |
| | | that engages coummunity and informs public about neighborhood | linkedin.com/in/horyunsong |
| 2016 JAN - APR | þ | Research Assistant | |
| | | Yonsei University & Ministry of Commerce Industry and Energy | EDUCATION//////////////////////////////////// |
| | | Conducted user research for the development of a product design support system based on cognitive and affective information | |
| 2015 MAR - DEC | \ \ | Teaching Assistant | Georgia Institute of Technology |
| | | Yonsei University | Master of Science Human Computer Interaction |
| | | Lead design workshops for Information & Perception course | 2016 - 2018, Atlanta, USA |
| 2014 JAN - MAY | þ | UI/UX Designer | Yonsei University |
| | | VHAIN, System Integrator & Software Development, Seoul, Korea Designed user interface of strategic material management | Bachelor of Science |
| | | system for client POSCO E&C Co., Ltd & KOSTI | Information & Interaction Design 2012 - 2016, Seoul, Korea |
| 2013 - 2014 | þ | Student UI/UX Evaluator | |
| | | Daum Communications , Seoul, Korea Evaluated user experience and user interface of new android launcher | SKILLS |
| PUBLICATIONS | ·///// | | Research Affinity Diagram, Contextual Inquiry, Focu |
| /////////////////////////////////////// | /////// | | Group, Interview, Journey Map, Narrative |
| 2016 JAN - NOV | 9 | UX Researcher & Designer Logue: Unitizing Complex Interactive Fictions for Cocreation | Flow, Persona, Prioritization List, Require |
| | | Paper submitted to Designing Interactive Systems 2017 | ment Extraction, Survey, Task Flow, Use Case |
| 2015 SEP - DEC | þ | UX Researcher | Design |
| | | Smartphone Lock-screen Interface Design to Facilitate Return for Cross-service Bookmarks | Adobe Photoshop, Illustrator, Premiere, After Effects, InVision, Sketch, Principle |
| | | Proceeding of HCI Korea 2016 | Development |
| PROJECTS | | | HTML, CSS, Javascript, jQuery, Ajax, Jav (Spring Framework), Wordpress, PHP, MySQL, Oracle, Data Modeling (Erwin) |
| 2016 SEP - DEC | ρ | UX Researcher, Designer & Prototyper | |
| | | U-rack : Georgia Tech HCl Project Conducted user research, designed and prototyped bike rack and | AWARDS |
| | | lock system for cyclists on campus | |
| 2015 MAR - JULY | | UX Researcher & Designer | Etude House Sweet Idea Grand Prize |
| 2015 MAR - JULY | Ĭ | Ticket Stalker : Yonsei Univ. Capstone Project | Cosmetic product idea competition Participated in development process an |
| | | Researched users and market possibility to design robust and | marketing |
| | | reliable secondhand ticket market | - Product launched in May, 2014 |
| | | W.B | - Hosted by Amore Pacific Corporation, |
| | | LIX BOCOSTONOT LIGGIANOT X. PROTOTUNOT | OUAD Casul Karas |
| 2014 MAR - JUNE | | UX Researcher, Designer & Prototyper Re-Caffeine: Yonsei Univ. UX Prototyping Project | 2013, Seoul, Korea |
| 2014 MAR - JUNE | | Re-Caffeine: Yonsei Univ. UX Prototyping Project Designed gamification of recycling system in coffee shop context, | The 9th Design 2 Business Fair Finalis |
| 2014 MAR - JUNE | | Re-Caffeine : Yonsei Univ. UX Prototyping Project | The 9th Design 2 Business Fair Finalis - Product design competition |
| 2014 MAR - JUNE | | Re-Caffeine: Yonsei Univ. UX Prototyping Project Designed gamification of recycling system in coffee shop context, built interactive prototype and tested with users in coffee shop | The 9th Design 2 Business Fair Finalis - Product design competition - Design patent acquired in 2015 |
| 2014 MAR - JUNE 2013 MAR - JUNE | | Re-Caffeine: Yonsei Univ. UX Prototyping Project Designed gamification of recycling system in coffee shop context, built interactive prototype and tested with users in coffee shop UI/UX Designer | The 9th Design 2 Business Fair Finalis - Product design competition - Design patent acquired in 2015 - Hosted by Korean Intellectual Property |
| | | Re-Caffeine: Yonsei Univ. UX Prototyping Project Designed gamification of recycling system in coffee shop context, built interactive prototype and tested with users in coffee shop | The 9th Design 2 Business Fair Finalis - Product design competition - Design patent acquired in 2015 |