






Hyejin Im

UX Designer, Boston

UX designer and front-end developer with interests in technology for learning, productivity, and creativity

 [hyejinim.github.io](https://github.com/hyejinim)
 [linkedin.com/in/hyejin-im](https://www.linkedin.com/in/hyejin-im)
 hyejinim17@gmail.com
 857-242-9555
 US permanent resident

Research

Tufts CEEO — Graduate Research Assistant

Jun 2019 – Present | Medford, MA

Design and develop educational technologies and online communities for K-12 STEM education

Led the 2020 Summer Multimedia Team optimizing digital content and products including videos and websites

Tufts HCI Lab — Research Assistant, Teaching Assistant

May 2018 – May 2019 | Medford, MA

Identified use case scenarios and designed a brain-sensing interface for bookmarking system as a part of HCI research

Prepared lecture materials, held office hours, and graded assignments for the HCI course (CS 171)

Tufts DevTech Research Group — Designer, Research Intern

Jun 2018 – Apr 2019 | Medford, MA

Designed and prototyped a ScratchJr online community

Conducted a user study on parent-child interactions during joint play with graphical and tangible coding interfaces

Work

VideaHealth — UX Designer

Apr 2019 – Oct 2019 | Boston, MA

Designed interface and interaction for dental AI solution to be deployed in x-ray image analysis

pxd Inc. — UX Designer

Oct 2013 – Apr 2016 | Seoul, Korea

Worked on seven UI/UX projects conducting user research, determining features and user flows, creating UI guidelines, wireframes, and prototypes for digital products
(Selected clients: Samsung, LG Electronic)

UX1 — UX Design Intern

Oct 2013 – Apr 2013 | Seoul, Korea

De Arch — Interior Design Intern

Jan 2011 – Feb 2011 | New York, NY

Education

Tufts University

MS in Human Factors Engineering

Graduated on May 2021 | Medford, MA

Thesis: “Draw2Code: Low-Cost Tangible

Programming for Young Children to Create AR

Animations” (Published to IDC Conference 2021,

Presented in a workshop at PLAYfest 2021)

Certificate in Human-Computer Interaction

Graduated on May 2018 | Medford, MA

Chung-Ang University

BEC in Urban and Regional Planning

Graduated on Aug 2012 | Seoul, Korea

Merit-based scholarship, work-abroad scholarship

Awards

Graduate Student Research Competition Winner

Fall 2020 | Tufts Graduate School of Art and Science

Future of Play Finalist

Aug 2020 | LEGO Ventures Incubation Studio

Tufts Venture Accelerator Best Teamwork Prize

Jul 2020 | Tufts Gordon Institute

Kantar Information is Beautiful Awards Longlist

Nov 2017 | Kantar Information is Beautiful

Skills

Design

Product Design, Interaction Design, Rapid

Prototyping, User Research, Usability Testing

Development

HTML, CSS, Javascript, Java

Tools

Figma, Sketch, Framer