

# SUMMER HWANG

Brooklyn, NY | (701) 610-1188 | hh3683@nyu.edu

## EDUCATION

---

**New York University**, New York, NY

Sept 2025 – Present

Master of Professional Studies, Interactive Telecommunications Program

Human-centered design, interactive systems, physical computing, prototyping, and emerging technologies

**Academy of Art University**, San Francisco, CA

September 2020- May 2022

Bachelor of Arts, Animation And Visual Effects

- Spring Show Award: Winner of VFX Compositing
- International Distance Learning Scholarship Recipient
- 3.812 GPA

**School of Visual Arts**, New York, NY

September 2018- May 2020

Bachelor of Arts, Computer Art, 3D Animation, And Visual Effects

- VFX Club Leader, 2019 - Hosted Workshops to teach Nuke to Computer Art students, Networked with current industry professionals to host career events for SVA students
- 3.72 GPA

## UX PROJECTS

---

**Smart Gym System — Spatial & Workflow UX Design**

July 2025 – Present

*UX Design, System Design, Interaction Design*

**Tools:** Figma, UX Research, Prototyping

- Designed an end-to-end workflow-driven UX system coordinating multiple users, shared resources, and real-time system states
- Translated complex operational constraints (availability, queues, priorities) into clear, high-signal decision-support UI
- Iterated user flows through observation and usability testing to reduce friction and improve clarity, efficiency, and scalability

**Global Compliance Platform — Enterprise Workflow UX**

July 2025 – Present

*UX Design · Enterprise Workflow Design · Data-Driven Systems*

**Tools:** Figma, UX Research, Prototyping

- Designed a multi-module enterprise platform connecting Roadmaps, Marketplace, and Workspace for global expansion workflows
- Created dashboards and flows surfacing status, risk signals, missing requirements, and next-step actions rather than raw legal data
- Defined and validated system states for document review and partner matching through usability testing in high-stakes contexts

## UX EXPERIENCE

---

**UI/UX Design Bootcamp**

July 2025 – Present

User research, interaction design, wireframing, prototyping, usability testing (Figma)

**UX Mentorship Program Participant**, NYU, New York, NY

Jan 2026 - Present

- Selected for a competitive mentorship program focused on advancing a defined design or career goal through weekly progress reviews and mentor feedback
- Set and executed 1–2 focused objectives such as improving UX portfolio case studies and strengthening user research methods
- Conducted iterative design work informed by mentor critiques, midpoint evaluations, and structured reflection sessions
- Presented final outcomes and professional growth in a formal 5–7 minute presentation to program leaders and peers

## SELECTED EXPERIENCE

---

*VFX Compositor, **Company3/Method Inc.**, New York, NY*

June 2022 - May 2025

- Managed multiple assets and project files across feature films and episodic TV, ensuring organized workflows and accurate delivery.
- Collaborated cross-functionally with artists, supervisors, and production teams in high-pressure, fast-iteration environments
- Demonstrated meticulous attention to detail and problem-solving skills, transferable to administrative and research tasks.
- Translated ambiguous creative and technical requirements into precise, production-ready visual outcomes

*Lab Assistant, **School of Visual Arts**, New York, NY*

January 2020 - August 2020

- Checked in/out production equipment and maintained accurate records of high-value gear.
- Organized and replenished lab inventory, ensuring supplies and resources were available.
- Provided troubleshooting support and guided students on proper use of equipment.
- Handled with routine administrative tasks, contributing to a smooth academic environment.

*Set Production Assistant, **Sodam Art Production**, New York, NY*

July 2024 - October 2024

- Coordinated daily tasks including inventory tracking, material deliveries, and on-site logistics.
- Handled archiving project expenses and organizing materials for future reference.
- Supported directors and producers through reliable task management and communication

*Creative Team Member, **Korean Association of New York Artists (KANA)**, New York, NY*

March 2024 - Current

- Supported event operations and logistics, including media capture, archiving, and digital asset organization.
- Collaborated with cultural organizations (Korean Cultural Center, Consulate General of Korea) on cross-functional projects.
- Contributed research, documentation, and media support for community engagement initiatives.

## SKILLS

---

- **UX Design:** User-centered design · UX research · Personas · User journeys · Task flows · Wireframes · High-fidelity UI · Prototyping · Design critique
- **Tools:** Figma · Framer · HTML · CSS · Vibe Coding · Adobe Creative Suite · Arduino · Sensors · Nuke
- **Communication & Collaboration:** Strong team player, Cross-functional teamwork · Clear visual & verbal communication · Fast iteration · Stakeholder presentations