

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	
<ul style="list-style-type: none">• 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	
<ul style="list-style-type: none">• 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
<i>UX Design, System Design, Interaction Design</i>	
Tools: Figma, UX Research, Prototyping	
<ul style="list-style-type: none">• 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
<i>UX Design · Enterprise Workflow Design · Data-Driven Systems</i>	
Tools: Figma, UX Research, Prototyping	
<ul style="list-style-type: none">• 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
<ul style="list-style-type: none">• 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