Jaeryung Chung 정재령

jhyun513@kaist.ac.kr | 010-5280-8469 |
KAIST Industrial Design, AI Experience Lab

Interests

Human-computer interaction
Interactive contents in virtual reality space
User experience and interface
Video media & social media

Education

2019.03 – 2024.12. B.S. in KAIST Industrial Design and School of Computing (Double major)

2025.01 – present. M.S. in KAIST Industrial Design, AI Experience Lab

Employment History

2020.03 – 2021.06 HSS090, HSS091 Freshman Program Designer KAIST Student Life Team
https://www.instagram.com/o_rangefish/

2020.09 – 2020.12 HSS324, HSS276 Teaching Assistance Prof. Daniel Martin

2020.12 – 2022.01 Student Vice President of School of Computing School of Computing

2021.01 – 2021.06 GAMEVIL COM2US Student Supporter (GC Player) GAMEVIL COM2US
https://youtu.be/oGEnffbaKYY

2021.03 – 2021.08 Women Tech Stars 2021 Student Organizers KAIST ExploreCSR 2021
https://womentechstars.github.io/2021/about.html

2021.12 – 2022.02 Supporter of the publisher 'UX Reviewer' UX Reviewer (Publisher)
Read and reviewed books related to UX, participated in UX research
https://www.instagram.com/p/CevpO7vP8RA/?utm_source=ig_web_copy_link

2022.01 – 2022.02 Undergraduate internship in LAVA Lab Prof. Sunghee Lee
Studied motion graphics fields, reviewed papers with seniors in the lab

2022.09 – 2024.12 KAI Inc. CoS KAI Inc.

Experience Abroad

2019.07	Best Freshman cultural camp	China	KAIST Student Life Team
2022.07	Leeds-KAIST Leadership Program	UK	Common Purpose
2023.02-2023.08	Politecnico di Milano Exchange	Italy	Politecnico di Milano
2024.01	CES2024 - Exhibitor	U.S.	KAI Inc.
2024.03	SXSW2024 - Participant	U.S.	KAI Inc.

Language

Korean Native speaker
English Highly proficient (TOEFL : 113, TOEIC : 975)
Chinese Basic

Skills

3D Modeling	Rhino, Keyshot
Graphics	Adobe Illustrator, Touchdesigner
Video editing	Premier Pro, After Effects
Tools	Figma, Google Colab
Computing	Python, Java, C