JENNY
HYUN JI
SEONG

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EDUCATION

Dartmouth College — Hanover, NH

Master of Science   2018
Computer Science
with a concentration in Digital Arts

Bachelor of Arts   2016
Major: Studio Art,
        Engineering Sciences

Minor: Digital Arts

Phi Beta Kappa & Tau Beta Pi

SKILLS

User Research & Testing,

Interaction Design, Visual Design,

Prototyping/Design Handoff,

3D Modeling & Animation,

Photography, Video Editing,

Web Design & Development,

Android Programming, React Native

AWARDS & HONORS

Melissa Brown Hurlock-   2015
   Hobson Photography Award

Robert Read Graphic Arts Prize   2016

Dartmouth Book Arts Prize   2016
   First Prize — Artist Book

Jones Media Center Excellence   2018
Awards for Digital Media —
Multimedia/Animation Prize

EXPERIENCE

Equinix — Sunnyvale, CA   Oct 2018 – Present
UX/UI Designer

- Help facilitate unified, standardized design across company products by creating an online style guide & Sketch library for both high-resolution and wireframe designs

- Wireframe various features, such as a traffic usage monitoring, for the web-based online customer portal for data center users

- Work with a global team of designers and software engineers to deliver a product with enhanced visual/experience design and smooth transition for long-time users

- Create visual assets and guidelines for promotions on both digital and physical platforms

College Pulse — San Francisco, CA   Jul 2017 – Oct 2018
Lead Product Designer

- Lead designer for a campus-based survey-taking platform, providing students in 500+ campuses with a place to discover student opinions (Y Combinator Summer 2018 Alum)

- Collaborated with developers to design and deploy a web and mobile application for easy survey taking and data analysis, constantly improving the platform based on user feedback

- Assisted the business team to create guidelines and graphics for social media promotions and outreach to partners

DALI Lab — Hanover, NH   Sep 2016 – Jun 2018
UX/UI Designer, Developer, Core Mentor

- Mentored teams working on projects ranging from web/mobile applications to virtual reality experiences

- Guided overall design process from market and user research to high-fidelity mockups and prototypes, providing workshops and tutorials on design tools, principles, and practices

- Assisted teaching Digital Arts classes such as 3D Digital Modeling, Projects in Digital Arts, and Digital Design Principles and Practices

- Created various visual media such as clips for Snapchat Publisher Stories, informational animation for research labs, and live performance projections

Smilegate Entertainment — Pangyo, South Korea   Jul – Aug 2015
Human Resources Design Intern

- Reviewed and redesigned recruitment process for a video game developing/publishing company

- Collected opinions from recent employees to evaluate the online recruiting process and suggest hiring website improvements

- Revised brand image and designed recruitment booklets and presentations