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User Experience Researcher  
Human-Centred Product Designer  
Human-Technology Mediator  
Cross-Team Collaborator

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## SKILLS

### Design Research Methods

Interviews, Focus Groups, Heuristic Evaluation,  
Research through Design, Participatory Design,  
Contextmapping, Thematic Analysis

### Prototyping & Graphic Tools

Sketch, Adobe XD, Invision, Framer,  
Adobe Creative Suite CC (Indesign, Photoshop,  
Illustrator, Premiere Pro), Arduino, Processing,  
MAXMSP

### Technical Tools

Keynote, HTML, CSS, Javascript, Python, SPSS

### Language Skills

Korean (Native), English (Fluent),  
German (Intermediate), Dutch (Beginner)

## RECOGNITION

Oct 2020 Guest Panel Speaker [🔗](#)  
Dutch Design Week 2020

Aug 2017 Best Innovator Prize  
LOEN Entertainment

Fall 2016, Merit-based Scholarship  
Fall 2014 Seoul National University

Mar 2015 Eminence Full Scholarship  
– Jul 2015 Seoul National University

Mar 2013 Mentorship Scholarship  
– Jul 2013 Samsung Welfare Foundation

Jan 2013 – PR Team Lead  
Dec 2015 Student Body of Festival Organizing,  
Seoul National University

## EXHIBITION

Oct 2020 The Smart Bench  
Experience  
Dutch Design Week 2020

Nov 2019 Smart Market  
Cirque du Data 2019

Oct 2018 ICU Soundscape  
Dutch Design Week 2018

## EDUCATION

Feb 2018 – MSc Design for Interaction  
Apr 2020 Delft University of Technology (TU Delft) Delft, NL

Oct 2013 – Academic Exchange, Faculty of Humanities  
Feb 2014 Eberhard Karls University of Tübingen Tübingen, DE

Mar 2012 – BA Information Science and Culture CGPA 3.69/4.3  
Aug 2017 BA German Language Education  
Seoul National University Seoul, KR

## WORK EXPERIENCE

Apr 2019 – Design Research Intern | Demystifying the Smart City  
Aug 2019 Sensor Lab & CLEVER°FRANKE Utrecht, NL

- ◊ Researched users' current concerns/needs over urban data harvesting
- ◊ Conceptualized/developed UX/UI and experience scenario videos of mobile application and wearable solutions facilitating citizen data ownership

Aug 2018 – Student Assistant, Graphic Designer  
Mar 2020 Faculty of Industrial Design Engineering, TU Delft Delft, NL

- ◊ Assisted courses by designing teaching materials, pamphlets, and posters
- ◊ Digitally archived paper data for *International Conference on Design & Emotion*

Jun 2018 – Interactive Installation Designer  
Nov 2018 Critical Alarms Lab (CAL), TU Delft Delft, NL

- ◊ Designed an audience participatory interactive sound installation <ICU Soundscape> for *Dutch Design Week 2018 Embassy of Health*

Jul 2017 – Service Design Intern | New Tech Service Team  
Aug 2017 LOEN Entertainment (currently Kakao M) Seoul, KR

- ◊ Investigated target users' music listening experience, articulated UX problems and needs by conducting quantitative user surveys and focused interviews
- ◊ Collaborated on developing user interaction flow, IA, and UX/UI concept, clickable prototype of a social music platform service integrating AI
- ◊ As a team leader, facilitated weekly team meetings with the CEO and mentors

Mar 2017 – Undergraduate UX/UI Designer  
Jun 2017 Sports2i, Seoul National University Seoul, KR

- ◊ Led a user research on baseball game watching behavior with mobile devices
- ◊ Designed a UX/UI concept and a clickable prototype of a real-time baseball broadcasting mobile application

Jan 2017 – UX Research Intern | User Experience Lab (UX Lab)  
Feb 2017 GSCST Seoul National University Suwon, KR

- ◊ Analyzed different chatbot modules, optimized a pilot interview scenario for a chatbot interface
- ◊ Participated in suggesting a novel agile user interview method using chatbot for *Tutorial Session of HCIK 2017: HCI Korea Conference* under the theme 'User Research using Artificial Intelligence'

Jul 2016 – Undergraduate Researcher  
Aug 2016 UW iSchool, GSCST Seoul National University Seoul, KR

- ◊ Conducted user interviews and carried out thematic analysis over users' photo sharing behavior via social media (Collaborative Data Analysis Research Program | Certificate No.: K-2016-016)