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User Experience Researcher
Human-Technology Mediator
Human-Centred Product Designer
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), Keynote, Arduino,
Processing, MAXMSP

Technical Tools

HTML/CSS, Javascript, Python, Github&Git,
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*
Aug 2017 *BA German Language Education*
Seoul National University CGPA 3.69/4.3 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)