

JULIA PARK

product designer
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A product designer who
loves to code, research, and
apply human centered
methods to problems

EXPERIENCE

Tempo Fit | Product Designer

May 2021 - Present

- Designing features to facilitate long term healthy habits using Tempo, an AI home fitness system
- Successfully lead end-to-end design cycle with cross functional partners to improve search/browse experience

IDEO CoLab | Design Fellow

Jan. 2020 - Dec. 2020

- Partnered with IDEO to design solutions for complex human and societal problems for clients

Western Digital | Product Designer

Sept. 2019 - Jan. 2021

- Designed, researched, and prototyped mobile and desktop applications for various storage devices
- Collaborated with cross functional product team to build a tool to help users clear up duplicate files easily

UC Berkeley | Graduate Design Researcher

Jan. 2019 - May 2021

- Assisted MIT Media Lab alumni Dr. Kimiko Ryokai
- Conducted interactive sound design research

Wiss, Janney, Elstner Assoc. | Arch. Associate II

Jan. 2016 - Apr. 2018

- Provided architectural building consulting services
- Cross collaborated with many different trades and positions in order to arrive at an implementable design

EDUCATION

UC Berkeley

Aug. 2018 - May 2021

Human Computer Interaction

Running GPA: 4.0

University of Texas at Austin

Aug. 2010 - May 2016

B. Arch., B.S. in Arch. Engineering

Dual Degree Honors Program

COURSEWORK

UI Design and Dev., Tech. Design Foundations, User Experience Research, Tangible User Interfaces, CS61B: Data Structures, Virtual Reality and Immersive Computing, 8 Design Studios, 2 Advanced Design Studios, Visual Communication

SKILLS

Product design
Design research
Rapid prototyping
Interaction design
VR/AR design
2D + 3D fabrication
Illustration

TOOLS

Figma
Unity
Adobe Suite
AutoCAD
Java/Python
Arduino
Framer.js

PUBLICATIONS

-Ryokai, K., Park, J., & Deng, W. (2020). Personal laughter archives. Adjunct Proceedings of the 2020 UbiComp and Proceedings of the 2020 ACM International Symposium on Wearable Computers.

-Student contributor to book "Planning versus Participation: A False Brazilian Dilemma" by author Fernando Lara

-(Pending peer review) International Journal of Child-Computer Interaction submission pertaining to empathy building using **virtual reality**

Projects

stud.io - Augmented reality system using projectors that recreates a physical studio space within a craftmaker's home.

Augmenting Historical Materials - Augmented reality installation that overlays tangible, historical materials with hidden historical secrets beneath the surface. Featured in Berkeleyside.

With.so - Early designer for startup With.so, a platform for representing "physical" office interactions through a browser.

ThermoGloves - Prototyped a peltier-embedded glove which changes temperature based on environment in Virtual Reality built in Unity.

Android Auto Heuristics - Conducted longitudinal diary studies/contextual inquiries to produce design heuristics to guide other designers when designing for automobile interfaces.

EPISYNC - Designed a browser-based epidemiological management tool using design research.

E-sports Stages - Designed/built an interactive stage for E-sports tournament viewed by 91,000 concurrent viewers for an organization later acquired by Blizzard.

AWARDS

UC Berkeley MDes Distinguished Scholar 2020 \$8,000

IDEO Makeathon 2019 Invitee and Participant

Licensed Engineering in Training (EIT) by Texas Board of Professional Engineers

Recipient, Charles C. and Lula May Wilson Endowed Scholarship \$24,000

Student Leader for NexusHaus, an award winning solar powered home for Solar Decathlon 2015