

JUNGWON SHIN

Product Designer and UX Researcher

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EXPERIENCE

UX/UI Designer at Walmart

Mar 2022 - Aug 2022

Build an integrated, customized experience, powered by AI, for corporate associates using a research-led design practice.

Designed and delivered the Approvals Inbox, My Org, and Profile for mobile and Approvals Inbox and Profile for desktop. Provided UX Requirements to engineering in a timely manner to meet the production deadlines.

Chief Marketing Officer at Quus

Aug 2021 - Jan 2022

Use blockchain to decentralize the small business ecosystem and implement Non-Fungible Token to protect the book copyrights.

Led design strategy of Titanbooks.io marketplace. Conducted user research and created personas, user flows, information architecture, wireframes, and mockups. Created and managed marketing content and strategy for Sanggataalk.

UX Researcher at Athena

May 2021 - Aug 2021

Improve supply chain transparency, traceability, and verification of ethical sourcing practices with blockchain technology.

Researched the certification standards and critically evaluated whether they cover the firm's pillars: social, environmental, and ethical. Developed the compliance scoring system, designed the dashboard interface, and collaborated with managers, engineers, and designers for product development.

HCI Researcher at UCSD

May 2019 - Aug 2019

Examined automated approaches to classifying data-centered talk and offered insights into how commenters convey their reasoning about data. Used text classification techniques and natural language processing to identify features related to the comments that contain data-centered talk, such as cosine similarity, hyperlinks, and comparison terms. Published in ACI CHI Conference on Human Factors in Computing Systems.

Course Instructor at Cornell

Jan 2018 - May 2019

Offer hands-on product design experience to introduce design thinking and prototyping techniques.

Led and taught a 3-credit independent study course of fifteen students for three semesters at Cornell University. Organized two Creative Sprints and a Make-a-thon and facilitated workshops.

EDUCATION

Cornell Tech

Master of Engineering in
Computer Science
May 2021 | GPA: 3.4

Cornell University

Bachelor of Science in
Information Science
Concentration in UX
Minor in Business
May 2020 | GPA: 3.7

SKILLS

UX Design Skills

User-centered design
Interviews & surveys
Information architecture
Contextual inquiry
Thematic analysis
Wireframes & prototypes
Usability & A/B testing
Cognitive walkthrough
Heuristic evaluation

Design Tools

Adobe XD
Figma
Illustrator
InDesign
Invision
Sketch

Technical

HTML/CSS
Javascript
PHP
Python
SQL