Work/Project Examples

1. KINDR Games

Role: UX,UI, Product Design, Visual Design, Business Analysis

https://www.figma.com/proto/3P3OSZjke46YJyvjFMOEeJ/GBDA-402%3A-Team-Sushi?node-id=718%3A468&starting-point-node-id=718%3A468

KINDR was one of the last projects I have had the pleasure working on before I graduated from my undergrad. In a 5-person team, we designed KINDR to help people make genuine connections and relationships online. The ideation of this product stemmed from the mental health challenges and isolations people had throughout the pandemic.

Our value proposition was to **Build genuine connections and relations with meaningful conversations.**

In this project I started off by establishing the foundation of the business by creating a Business Model Canvas and a Value Proposition Canvas to identify pain points, to gain creators, channels of distribution, and revenue streams to begin understanding the needs for our product. I further identified these needs by looking at **industry trends**, **customer expectations**, and **competitors.**

As for design, I heavily participated in the initial wireframes of the app and for the final iteration I designed and completed the flow for our stores page. In which I went over the browsing, checkout, and filtering user flows.

I also conducted usability testing and identified the gaps within our prototype and overall application architecture using the Kano Analysis. My team and I finished off our project with a final presentation to showcase and pitch our product.

2. Subtle

Role: Full Stack Developer & Designer

https://github.com/knamgung/subtle

https://brainstation.io/blog/summer-graduate-showcase

Subtle was the very first solo full-stack web application project I created and it was for my BrainStation Capstone Project during my Web Development course.

The front end stacks I used for this project were: **React, ml5.js, p5.js, Apollo, tensorflow.js**

The back end stacks I used for this project were: **Express.js, graphQL, mongoose, mongoDB**

For this project we weren't limited to any open-source libraries, but we, ourselves, were limited to what we learned in 16 weeks. However, I wanted to challenge myself and explore machine learning. I decided to use a pre-built machine learning model that identifies body parts and tackled on using GraphQL to focus on object-oriented programming.

The biggest challenge in this project was hooking up the ml5 library to P5.js so the camera can request data from the model.

Using the coordinate data I received from the model, I was able to track and pinpoint user's body parts with coordinate data. Afterwards I created a function where I could upload photos and detect the body positions of the photos. I then created a database that could store the results, so the user would have a history page to look at their past results.

3. **Pooler**

Role: Front End Developer

https://github.com/knamgung/pooler

During my undergrad in Global Business and Digital Arts, our cohort had to take a JavaScript class that was part of our program. The course was project based, but since I already had a high proficiency of JavaScript I asked the teacher if I could do a custom project instead. With his approval, my friend (a designer) and I (the developer) decided to a mobile app project on React Native.

We wanted to create something that relieved pain points for our classmates. Because we were off-campus students, we decided to create a Rideshare app for high student populated areas.

For our first quick deadline, he drafted a simple and easy to use design on how the application would work and the features that would be included in it.

Using Expo, I developed the app using React Native. After using React on web, I realized that the learning curve wasn't difficult at all. However, I did feel a lot of restrictions implementing certain components and open source libraries within the application.

We had around two weeks to completely learn, design, and execute this project so we tried to keep it simple by having a fully functional front-end. But I also wanted to tackle a small challenge when exploring react native by implementing a working map api/geocode for routing destinations