

JIYOON KO

PRODUCT DESIGNER

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EDUCATION

University of Michigan

M.S in Information
Concentration in HCI/UX
Ann Arbor, MI | Expected May 2023

Sookmyung Women's University

B.Eng in IT Engineering
Seoul, Korea | Mar 2015 - Aug 2019
• Extra credit completion

Mississippi College

Clinton, MS | Aug 2018 - Dec 2018
• Exchange student program

SKILLS

Design

- UX/UI design, Visual Design, Wireframing, Interaction Design, Storyboarding, Prototyping,

Tools

- Figma, Illustrator, Photoshop, Adobe XD

Programming

- HTML, CSS, JavaScript, C, C++, C#, Python, Unity

AWARD & SCHOLARSHIP

Best Award

- Best Project at IIDC 2020
(Korea Institute of Design Promotion | 2020)

Student Honors Award

- Academic Excellence
(Sookmyung Women's Univ. | 2019)

Dean's List

- Academic Excellence
(Mississippi College | 2018)

Honor Student Scholarship

- Merit-based scholarship
(Sookmyung Women's Univ. | 2015-2018)

EXPERIENCE

UI Design Intern | University of Michigan

Ann Arbor, MI | Oct 2021 - present

- Building UI design for 1Cademy, a collaborative learning website using a tree and node concept.
- Redesigning UX/UI for a mobile chat view and a mobile leaderboard to improve usability and visual. Prototyping screens for the development team.

UX/UI Design Intern | Pressenger

Szombathely, Hungary (Remote internship due to COVID-19) | Aug 2020 - Dec 2020

- Improved user experience and user interface for the existing European soccer application by reviewing an existing app, conducting UX research including a user survey and a comprehensive analysis, identifying the problems, and setting design goals. Designed journey maps, wireframes, and interactive prototypes. Collaborated with a graphic designer to implement and ship the feature.
- Built UX and designed UI art for the weather application named WEDR using Illustrator, Photoshop, and Figma. Contributed to developing a test website for testing the weather API using HTML, CSS, and JavaScript. Got weather API data in the JSON format and used JavaScript to obtain the information needed.
- Conducted competitive analysis and UX research for data-driven push notification suites for the individual feature. Designed, ideated, and prototyped a new user interaction experience for the mobile push notification.

PROJECTS

infin8 | IIDC(International Integrated Design Camp) 2020

Seoul, Korea | Aug 2020

- Designed a holistic system for reducing disposable mask waste including a reverse vending machine design, an app design, a DIY kit design by delivering critical user persona, journey map, information architecture, low-fi and hi-fi prototypes, interactive prototypes, and system workflow.
- Conducted research study and user survey for UX research and led the field trip in Seoul for getting insights. Prototyped a 3D testing mockup.
- Led a team of 6 designers as a team coordinator and the project was displayed at Design Korea Festival 2020.

Histovry | Capstone Design Project

Seoul, Korea | Mar 2018 - Dec 2018

- Developed a VR tourism content application that can tour "Gyeongbokgung Palace" in Seoul with HMD based on Unity3D engine.
- Created C# scripts to add to each UI icon in the scene of Unity3D to change the scene when the user stares at a small point in the middle for more than a set time. Used PHP to manage the user information with the Database system.
- Filmed and edited 360° videos to add descriptions for each palace.

Pillend | James Dyson Award

Seoul, Korea | Jun 2020

- Designed a tumbler that can provide convenience for children who have to take medicine regularly by allowing them to take pills with water.
- Conducted UX research and building an inner structure of the tumbler. Contributed to exterior design and concept design.
- Led a team of 2 designers and 1 engineer as a team coordinator.