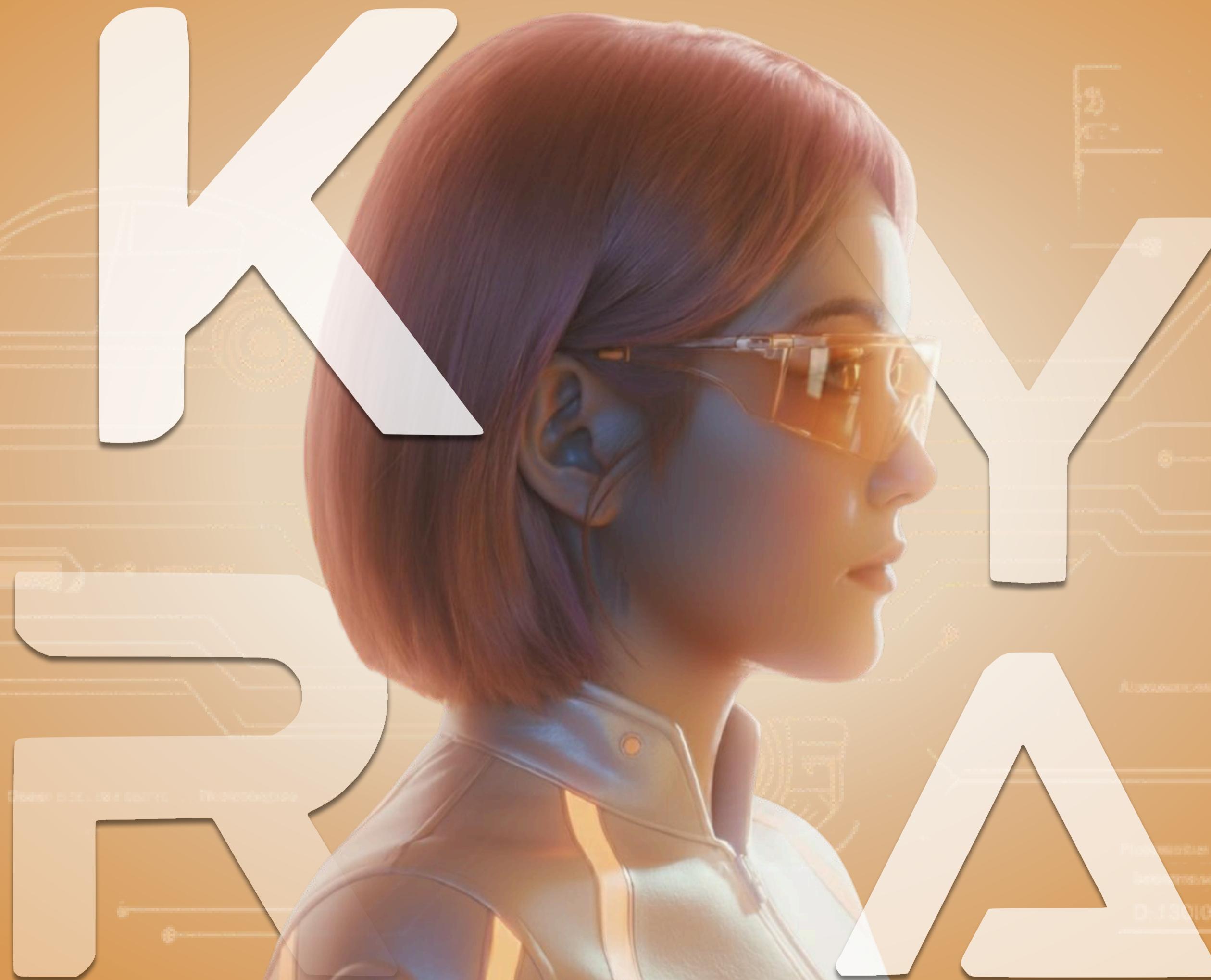
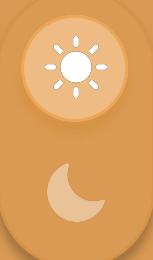




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Full Stack
Developer based
in Detroit

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YOONSEON

Android Android Android Android Android Android

— My Specialization

Services | Provide

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01 UI/UX Design



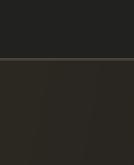
02 Application Design



03 UI/UX Design



04 UI/UX Design



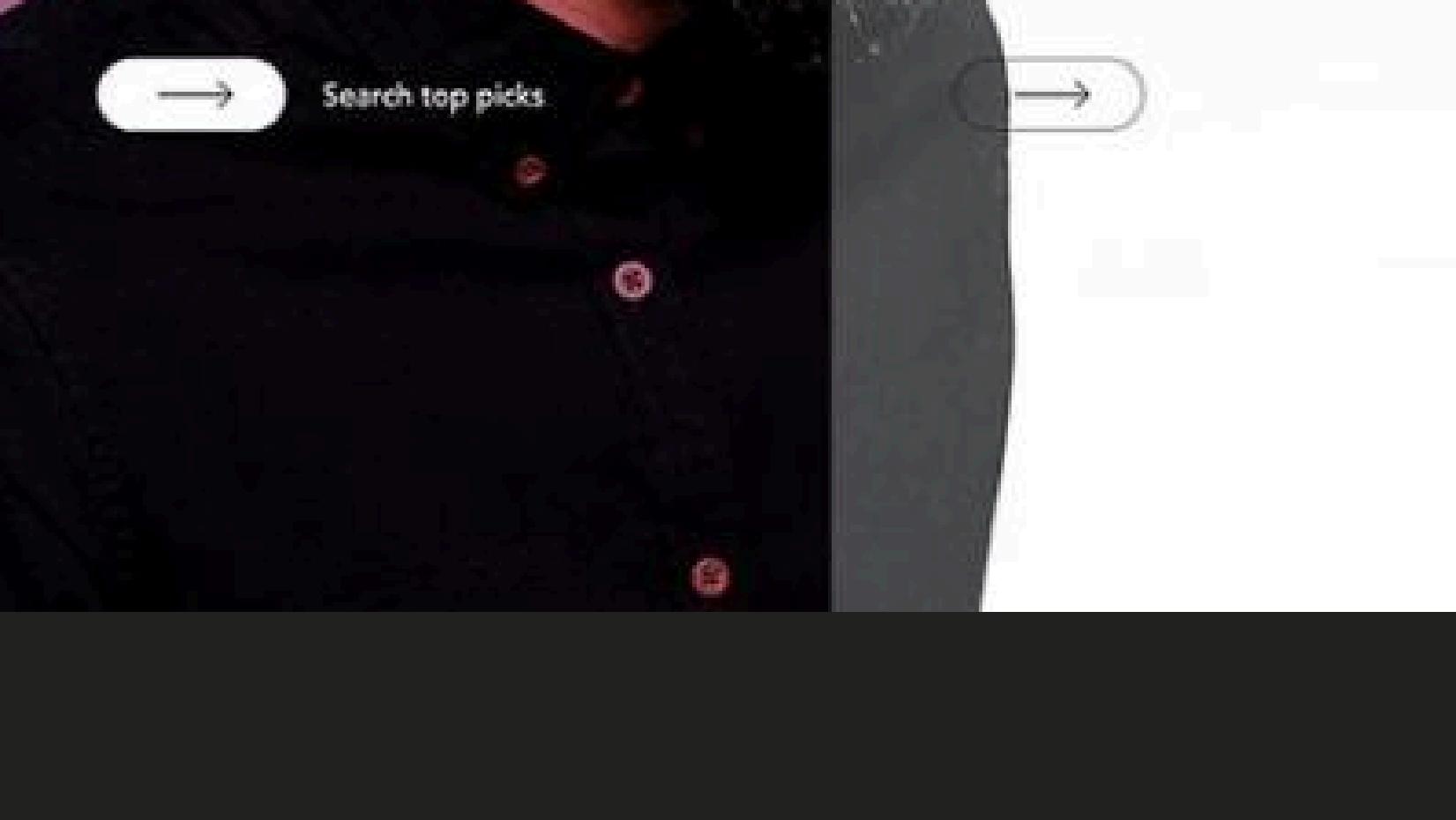
05 UI/UX Design



06 UI/UX Design



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4500 Cass Ave
Detroit, Michigan
United States

✉ kyra123@gmail.com

📞 (123) 123 - 4567

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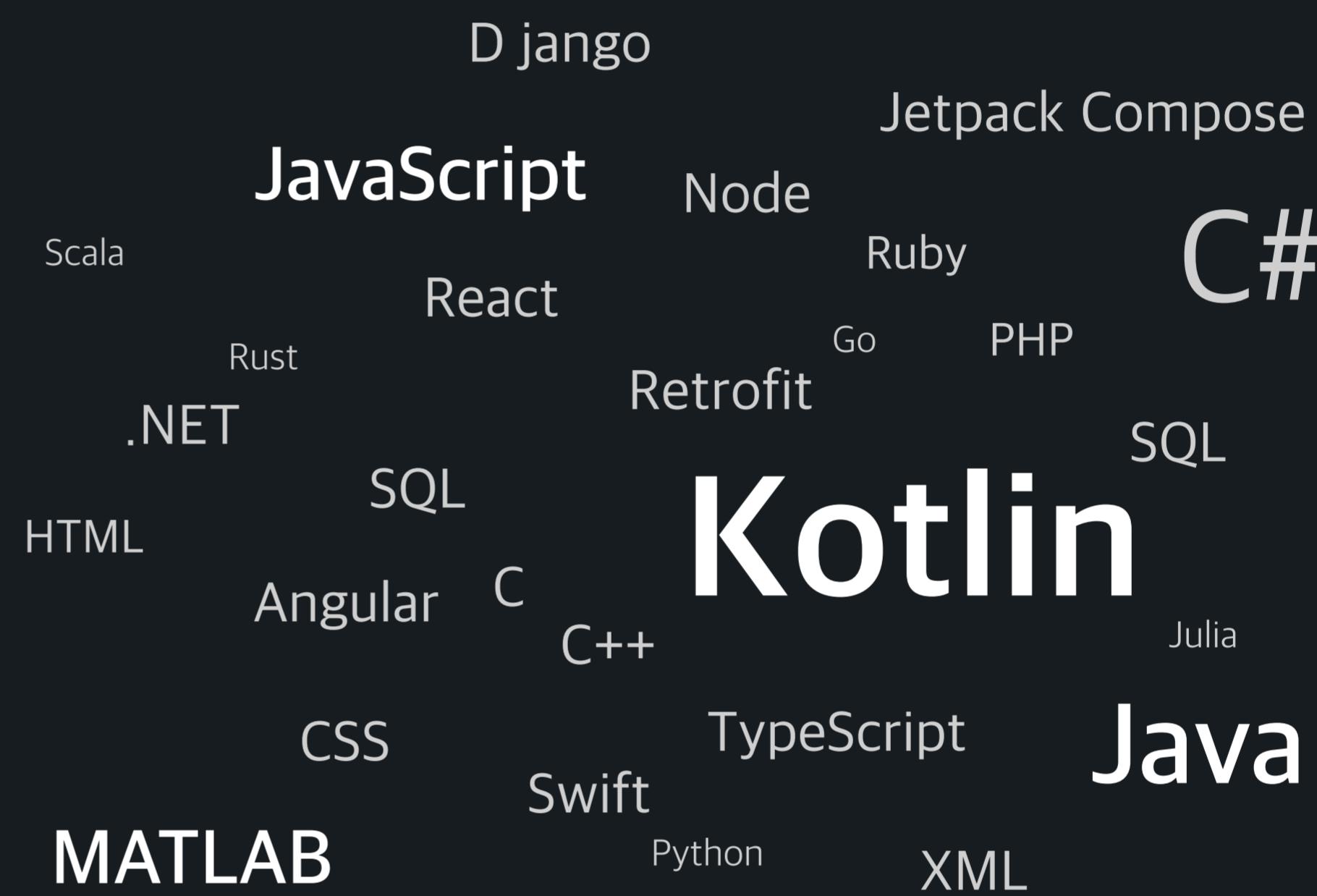
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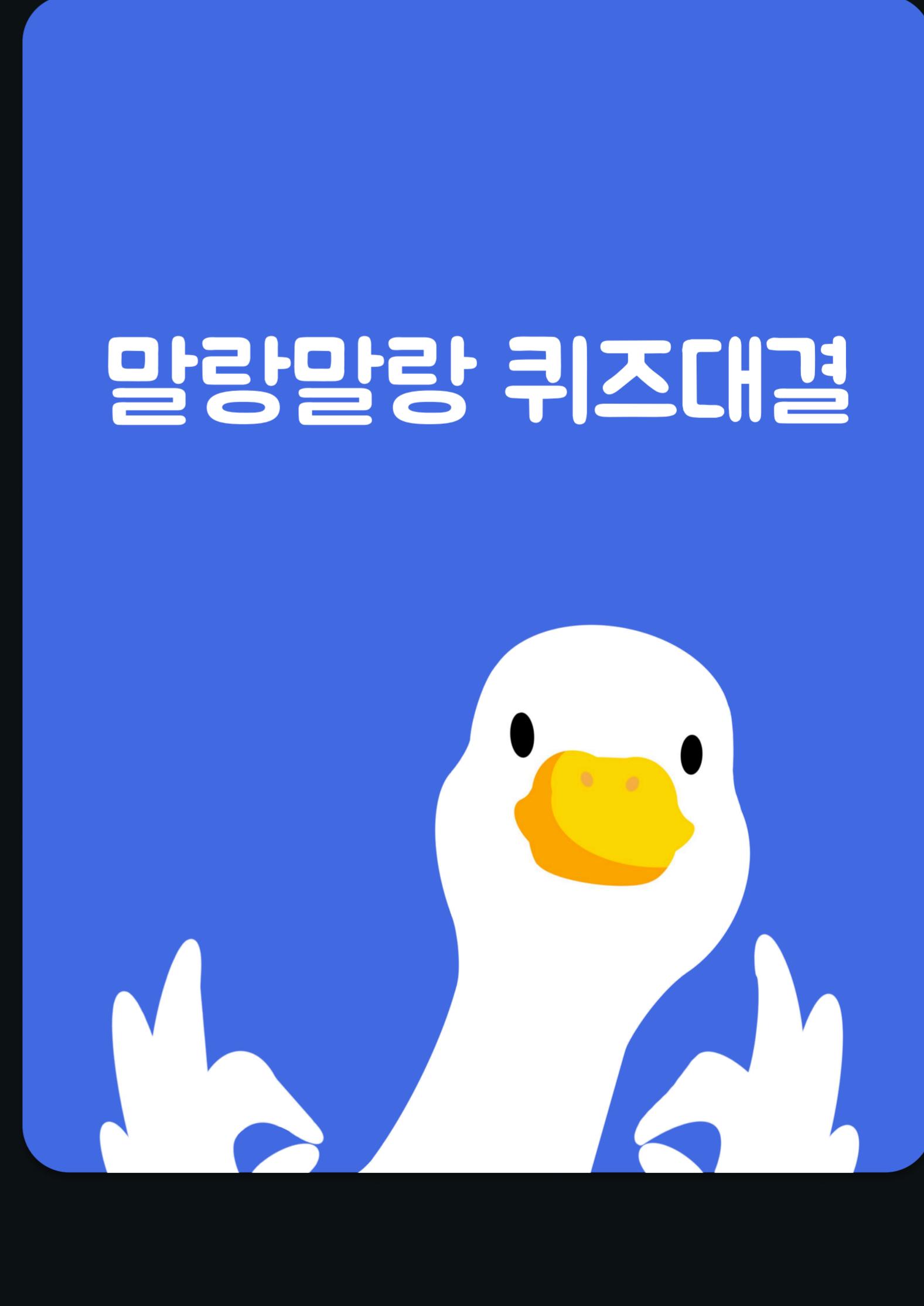
Full Stack Developer

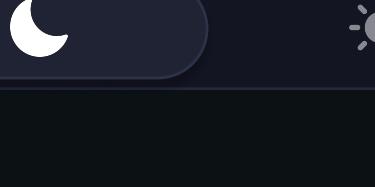
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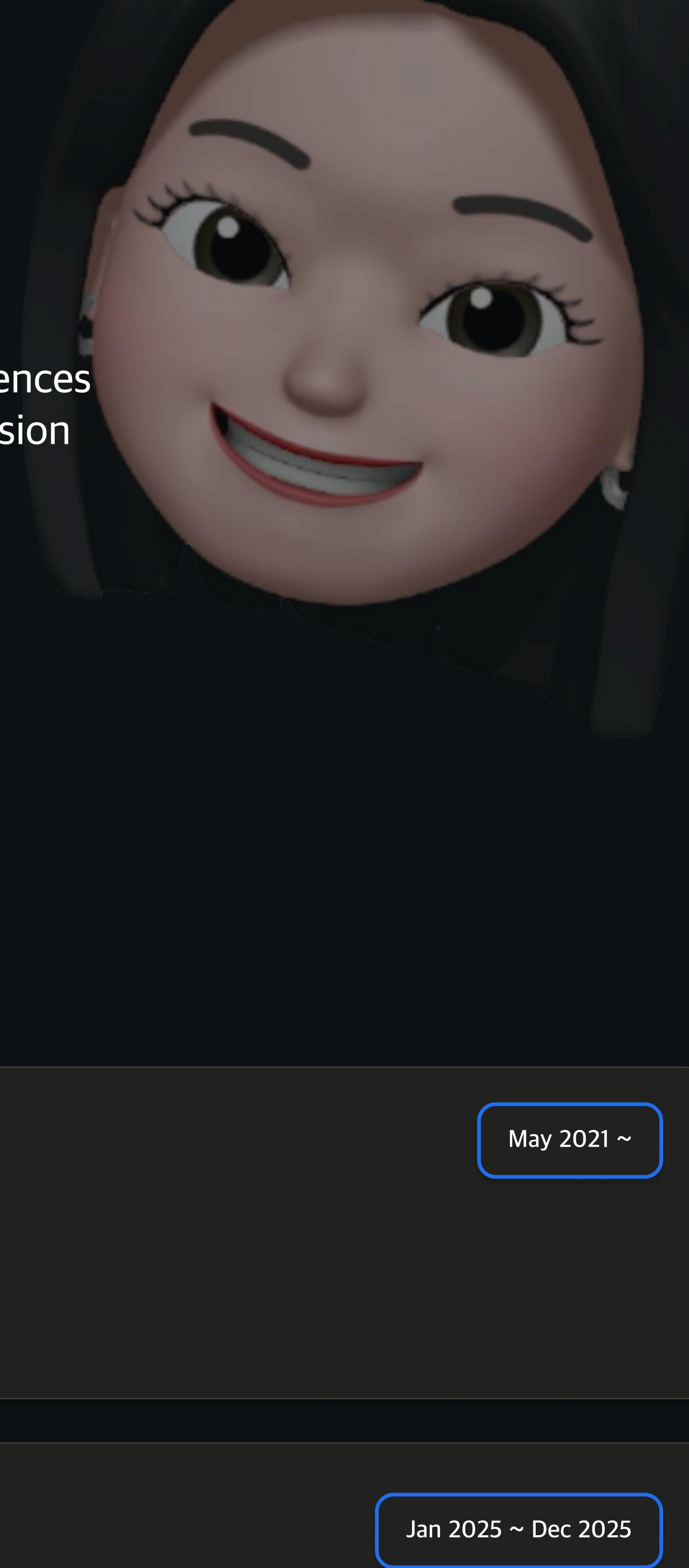
English ▾

한국어

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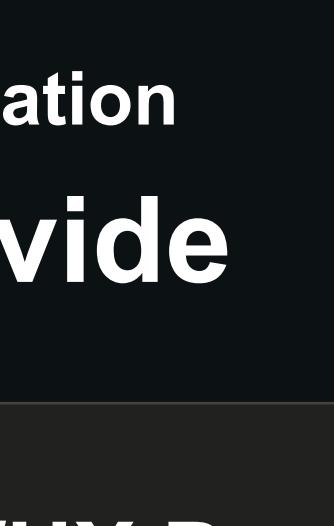
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Education

Konkuk University

Seoul, South Korea



May 2021 ~

Bachelor of Science in Computer Science and Engineering

GPA: 3.90 / Dean's List / Academic Excellence Scholarship (2021)

Wayne State University

Detroit, Michigan, United States



Jan 2025 ~ Dec 2025

Exchange Student Program - Computer Science

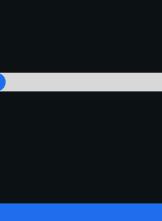
GPA: 4.00

My Specialization

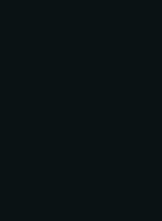
Skills | Provide

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01 UI/UX Design



02 Application Design

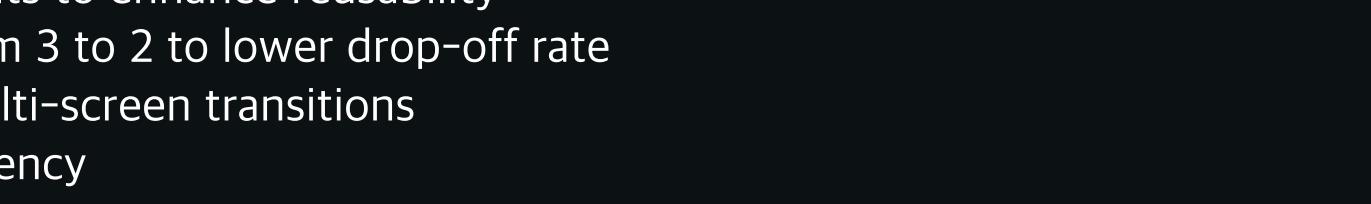


Soft Skills

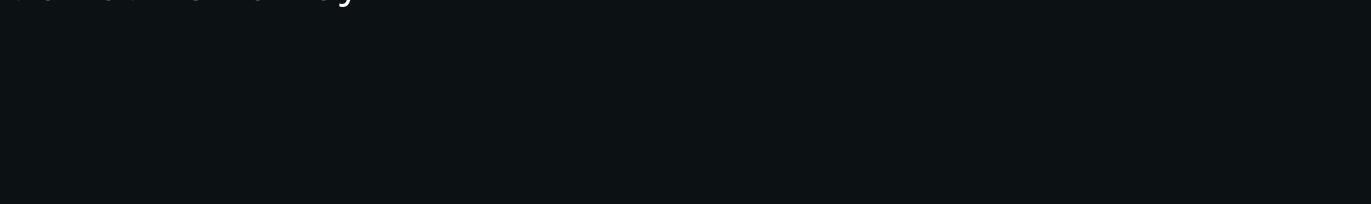
- Problem-Solving
- Cross-Functional Communication
- User-Centered Design Mindset
- Agile Collaboration
- Project Leadership

Language

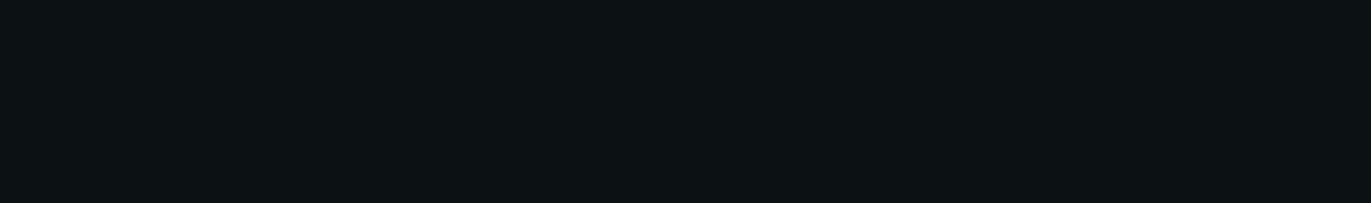
English



한국어



日本語



中文



Relevant Experience

Projects

University MakeUs Challenge (UMC) 2nd Cohort

Seoul, South Korea

Android Team Lead & UX/UI Designer

Mar 2022 ~ Dec 2022

- Developed Debra, a developer-focused learning assistant app, leading Android feature implementation using Kotlin and Java
- Modularized calendar sync, course reviews, and roadmap features with fragments to enhance reusability
- Designed user flows and wireframes with Figma; reduced onboarding steps from 3 to 2 to lower drop-off rate
- Improved UI responsiveness by applying Jetpack Navigation and simplifying multi-screen transitions
- Built MVVM-based networking using Retrofit and Coroutines to reduce data latency
- Led Android development in two 48-hour hackathons; awarded Honorable Mention at Demo Day

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01 Frontend Development



02 Automotive Electronics



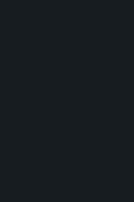
03 Project Planning & Coordination



04 System Architecture & Data Modeling



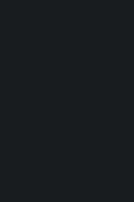
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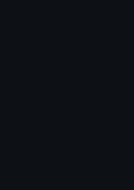
06 Requirements Analysis



07 Cloud Deployment



08 API & Database Design



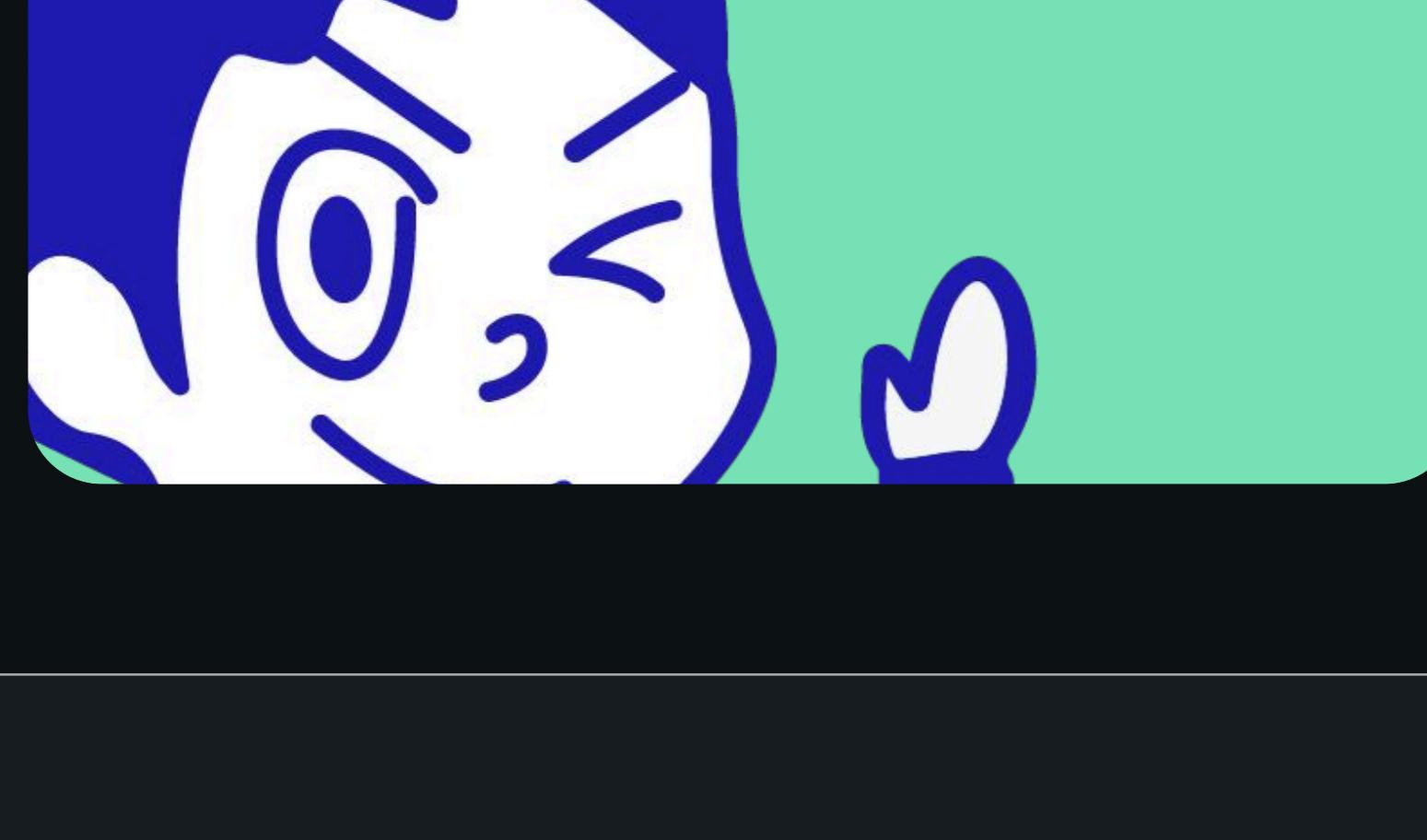
Soft Skills

- ✓ Problem-Solving
- ✓ Cross-Functional Communication
- ✓ User-Centered Design Mindset
- ✓ Agile Collaboration
- ✓ Project Leadership

Language



Projects

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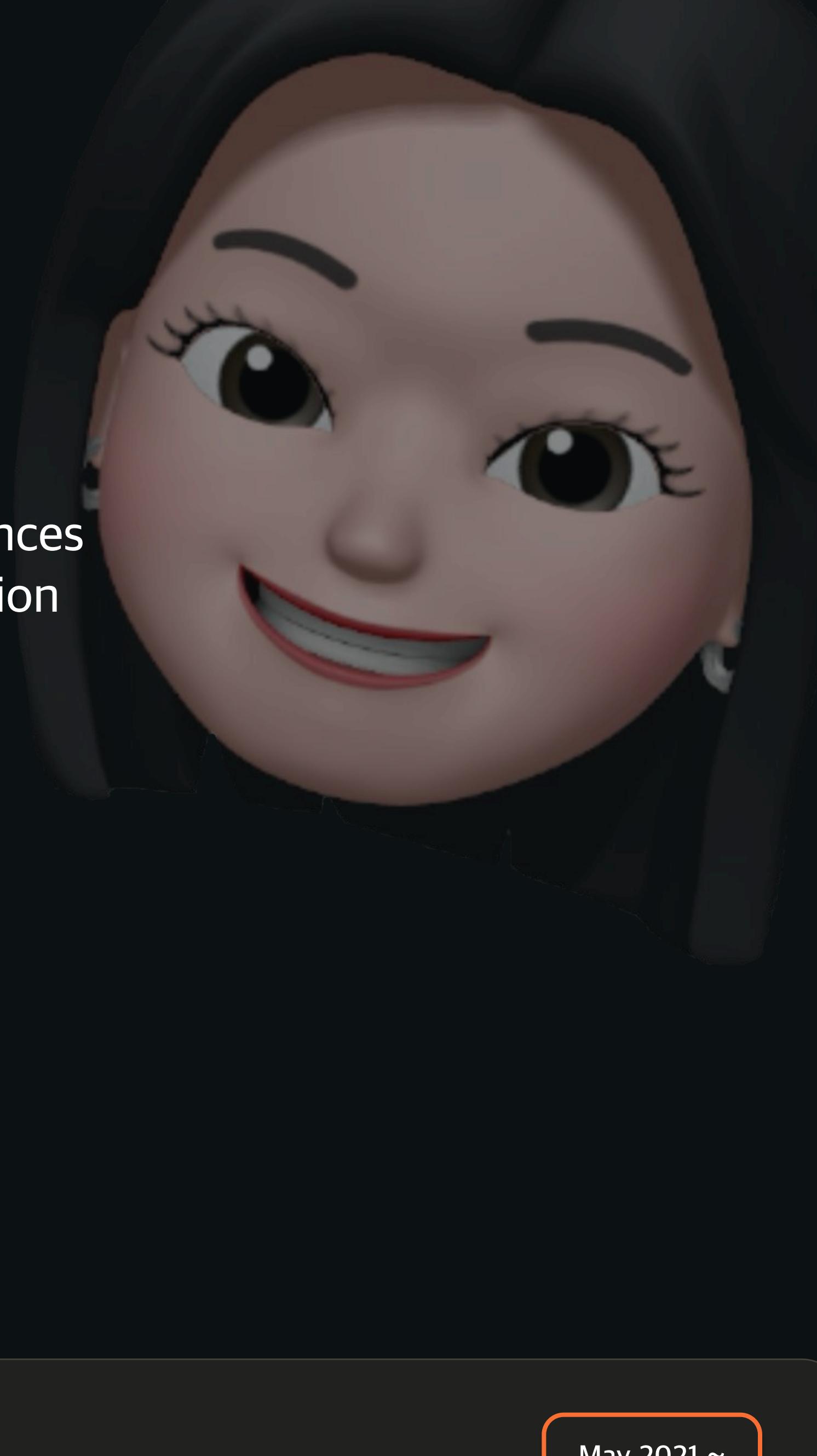
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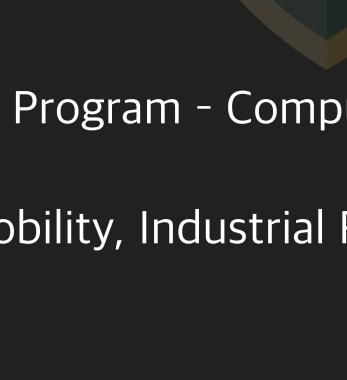
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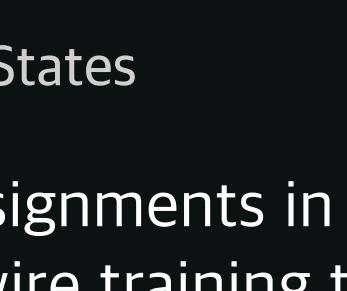


May 2021 ~

- ✓ Bachelor of Science in Computer Science and Engineering
- ✓ Mobile Programming, Network Programming, Capstone Project
- ✓ GPA 3.90 / Dean's List / Academic Excellence Scholarship (2021)

Wayne State University

Detroit, Michigan, United States



Jan 2025 ~ Dec 2025

Relevant Experience

Projects

Warrior Racing Club

Detroit, Michigan, United States

Sep 2025 ~ Dec 2025

- Completed CAD assignments in SolidWorks: designed multiple parts and created an assembly using mates
- Performed safety wire training to ensure fastener reliability on vehicle components
- Conducted subsystem knowledge quiz and individual electrical project (e.g. wiring harness design)
- Trained on proper use of ratchet straps for safe vehicle and equipment transport
- Gained machining experience with Lathe and Mill under supervision
- Passed FSAE rules quiz ($\geq 70\%$) to demonstrate understanding of competition standards

AWS Cloud Club

Detroit, Michigan, United States

May 2025 ~ Dec 2025

- Built a bilingual documentation site (English/Korean) using Docsify and GitHub Pages
- Structured weekly study notes, lab summaries, and review logs into organized sections
- Completed structured study of the AWS SAA-C03 certification through a Udemy course
- Summarized and applied key concepts such as VPC, IAM, EC2, S3, and RDS with hands-on labs

University MakeUs Challenge (UMC) 2nd Cohort

Mar 2022 ~ Dec 2022

Seoul, South Korea

Frontend Team Lead & UX/UI Designer

- Led the frontend team in the development of DeBri, a developer-focused learning assistant app, driving Android feature implementation using Kotlin, Java, and XML, while coordinating collaboration with the web team
- Enhanced application security by implementing JWT token-based authentication for secure login and session management
- Contributed to project planning by designing user flows and wireframes in Figma, while assisting in UI/UX design decisions
- Served as frontend lead in two 48-hour hackathons, overseeing Android development and team collaboration, earning an Honorable Mention at Demo Day

CSAT Test Prep Instructor

Mar 2021~ Dec 2024

Seoul, South Korea

Math & Physics Instructor

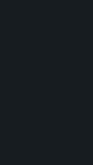
- Improved student scores from 50s-60s to 90+ through personalized instruction in Math and Physics
- Created workbook and custom Physics notes to support concept mastery and problem-solving
- Helped students build study plans, manage time, and study independently through small-group mentoring

Honors & Awards



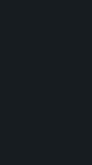
KIAT Korea-U.S. Advanced Field Study Program Scholar

- ✓ Selected as a **representative scholar** in the AR/VR advanced industry field
- ✓ Participated in a field study program at Arizona State University (ASU) focused on **AR/VR and Sustainability**



Kurush Hackathon - Excellence Award

- ✓ Served as **Android Team Lead** during a 48-hour hackathon
- ✓ Took on roles as **Project Manager** and **Designer** during the preparation phase



2nd University MakeUs Challenge Demo Day - Honorable Mention

- ✓ The app was **released** on the Google Play Store
- ✓ Worked as **Frontend Team Lead** and **Assistant Designer** for six months

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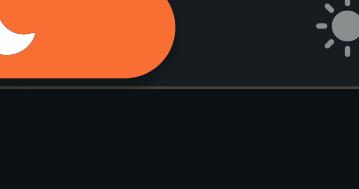
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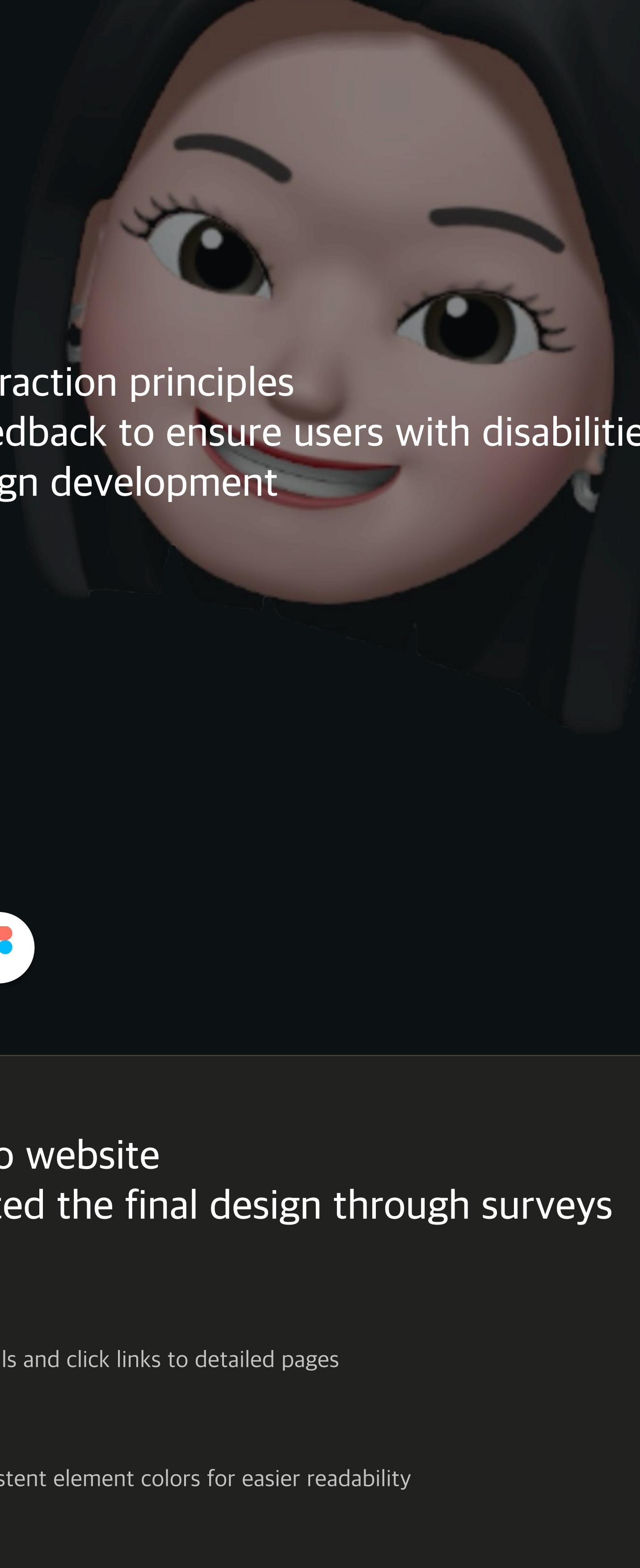
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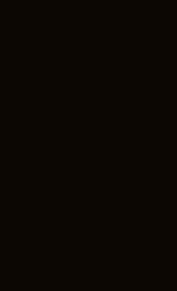
Skills .

— UX/UI Design

Design aligned with Human-Computer Interaction principles
Continuous improvement based on test feedback to ensure users with disabilities can operate without difficulties during design development



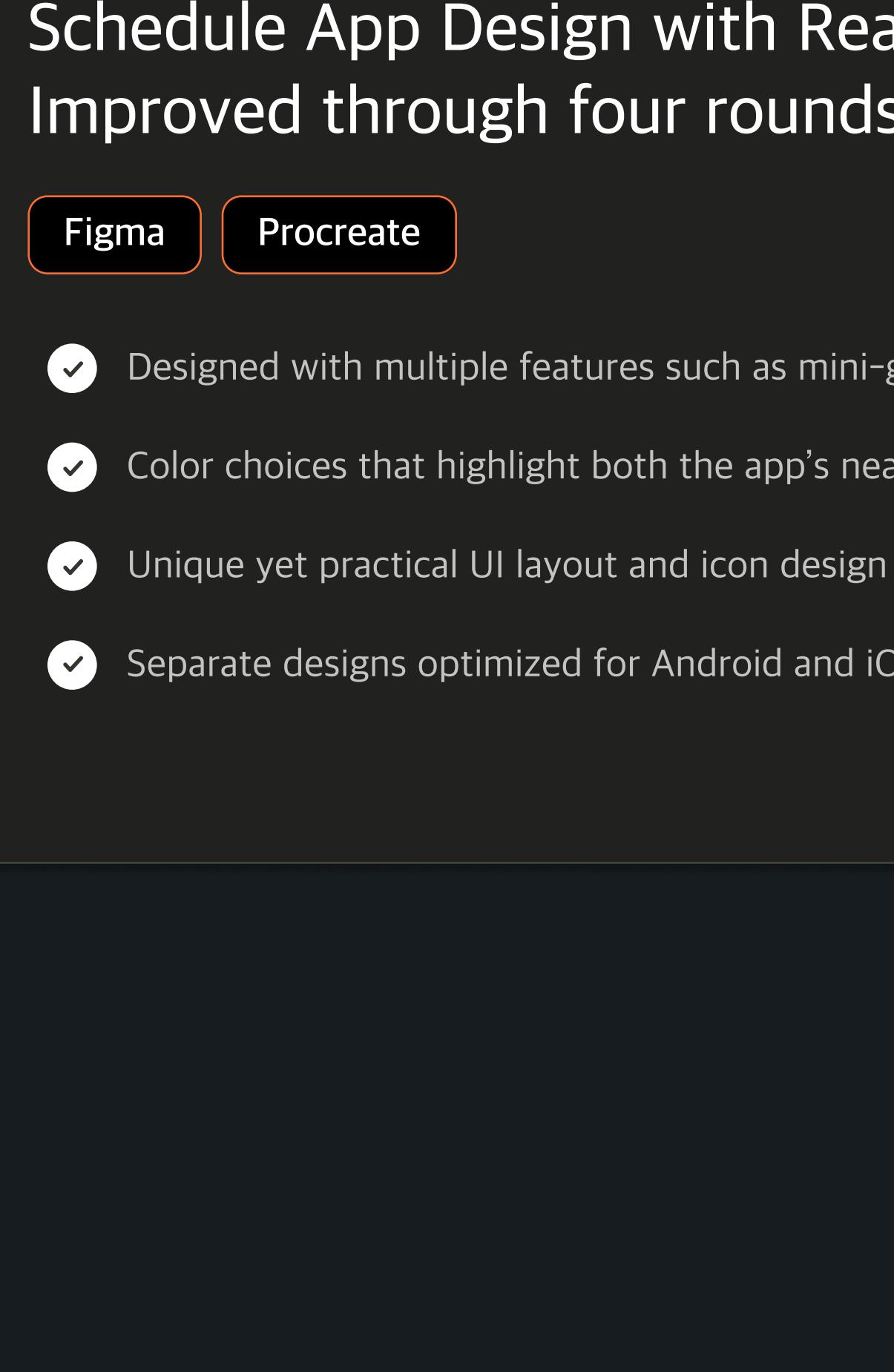
Portfolio Website Design



Design for creating a developer portfolio website
Produced three design drafts and selected the final design through surveys

Figma Procreate

- Minimalistic approach so recruiters can easily check project skills and click links to detailed pages
- Supports multiple languages (English/Korean)
- Light/Dark modes included to improve accessibility, with consistent element colors for easier readability
- Consistent icon usage to enhance overall design unity



Ver1. Simple and Neat Basic Design

Structure-oriented layout optimized for clarity

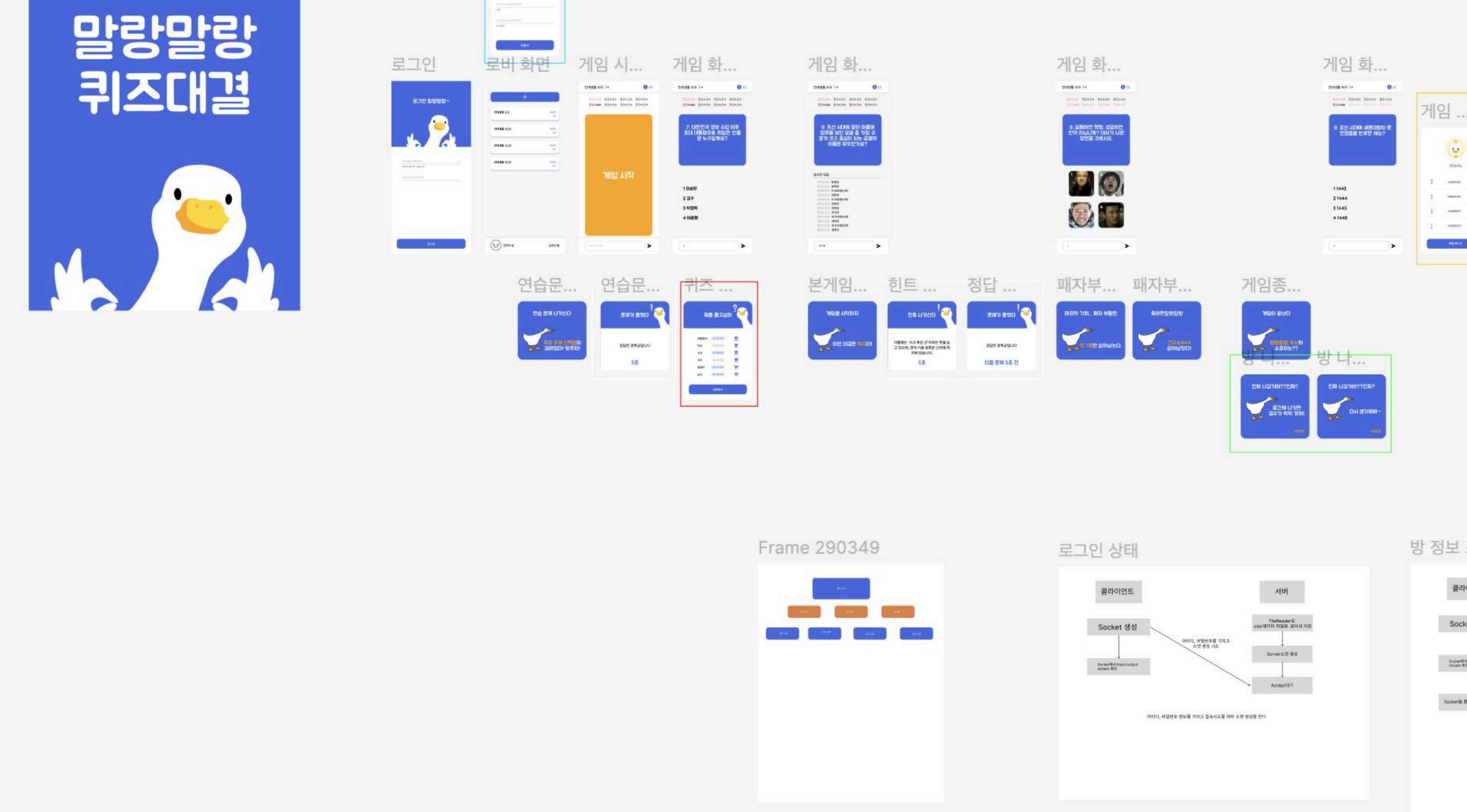
AiKU App Design



Schedule App Design with Real-Time Location Tracking
Improved through four rounds of testing and design iterations

Figma Procreate

- Designed with multiple features such as mini-games, making it easy to use without needing a manual
- Color choices that highlight both the app's neatness and the character's cuteness
- Unique yet practical UI layout and icon design that avoids overcomplicated approaches
- Separate designs optimized for Android and iOS devices



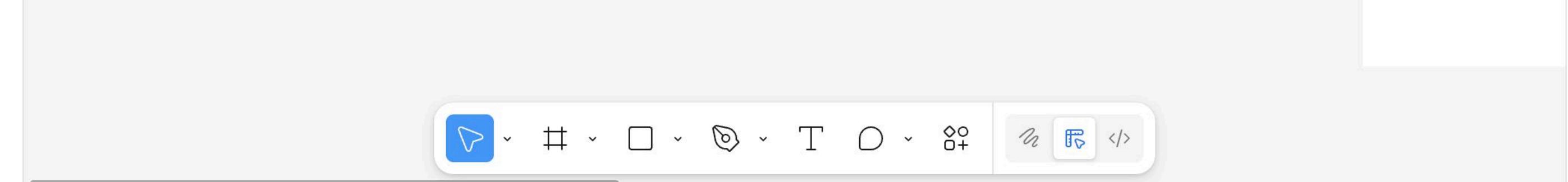
Malang Quiz App Design



Real-Time Speed Quiz Game (for Multiple Users)
Design adjustments based on data structure discussions to align with API

Figma Procreate

- Considered efficient design to support various quiz types (images, music, etc.)
- Unified design for higher screen reusability
- Designed a representative character
- Designed to ensure multiple users can connect in real time and play quizzes simultaneously without delay, using the simplest possible interface



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ISEON

Android Android Android

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✓

✓

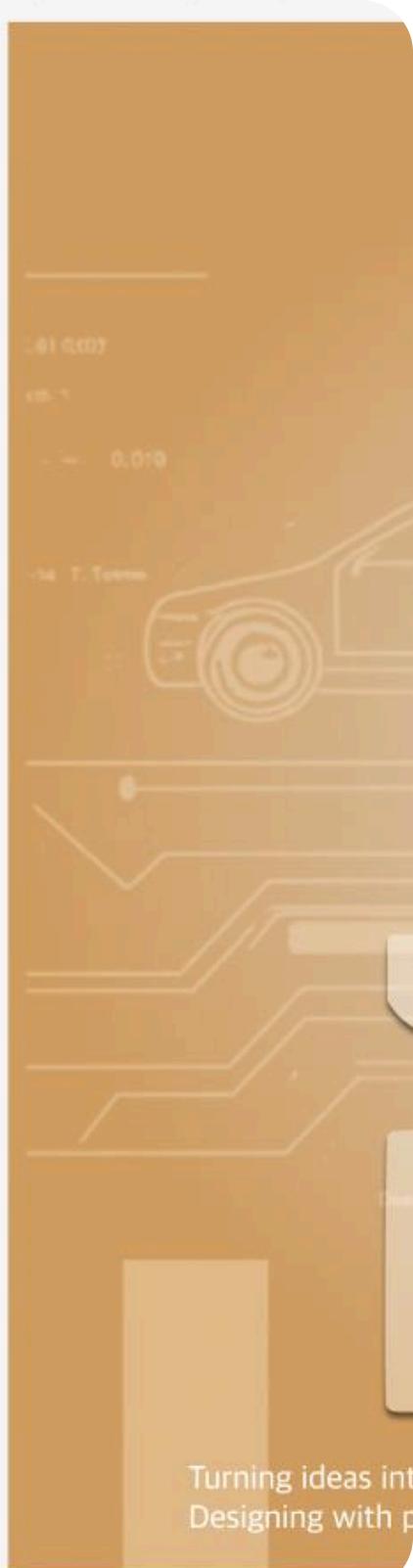
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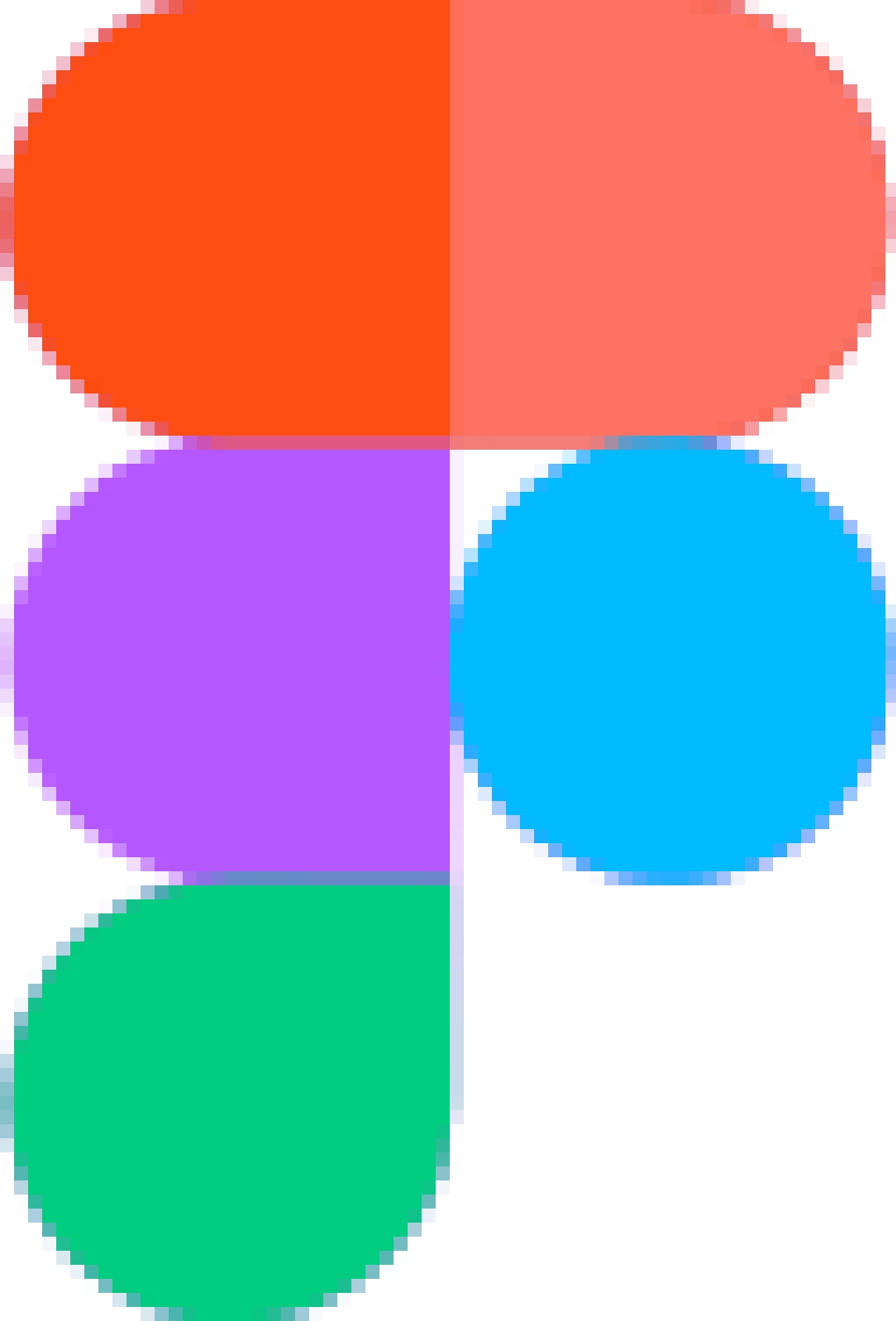
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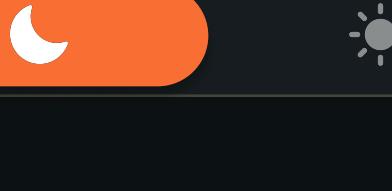


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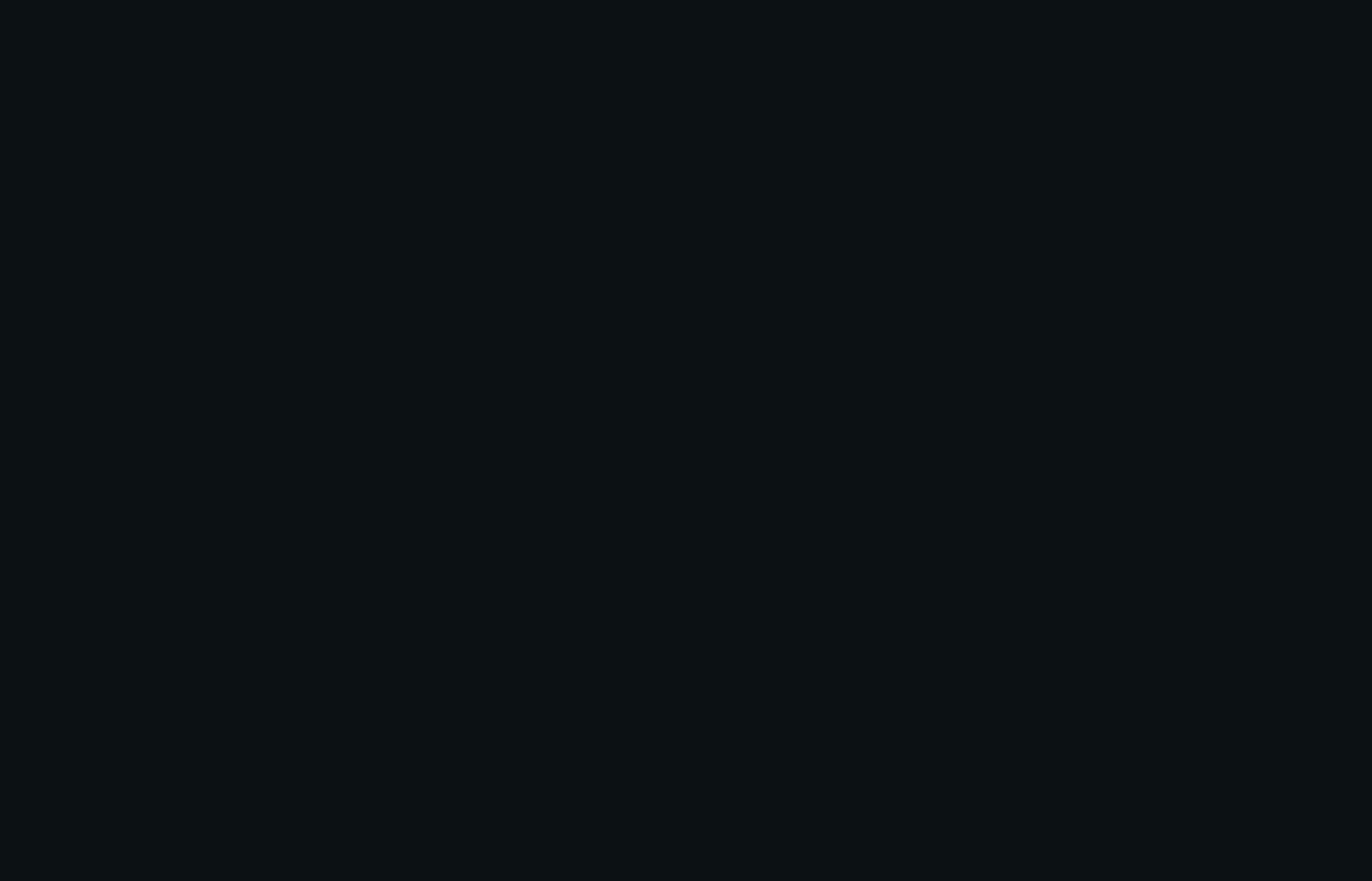
Skills .

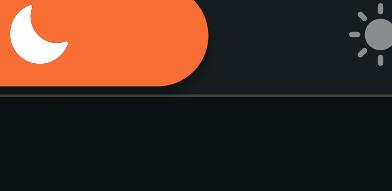
— Frontend Development

Design aligned with Human-Computer Interaction principles

Continuous improvement based on test feedback to ensure users with disabilities can operate without difficulties during design development

AiKU App (Capstone)





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Skills .

— Requirements Analysis

Built a course registration program aligned with client requirements, improving it over three iterations of feedback and development

Class Registration Program

Project Proposal

JAVA IntelliJ Google Docs

- ✓ Implemented user account separation for students and administrators with a role-based system for sign-up and login
- ✓ Developed core features such as course add/modify/delete (admin) and course registration/view/withdrawal (student)
- ✓ Designed validation logic to reflect real-world conditions such as preventing schedule conflicts and exceeding course capacity
- ✓ Integrated data integrity validation including file generation, prevention of duplicate IDs/course numbers, and syntax error handling

Project Design

JAVA IntelliJ Google Docs

- ✓ Designed user/admin account structure and implemented sign-up & login features
- ✓ Developed core functions: course registration/view/withdrawal for students and course add/modify/delete for administrators
- ✓ Built a local file-based database (users, courses, users-courses) and ensured integrity with a FileManager singleton pattern
- ✓ Implemented validation logic for duplicate IDs/course numbers, capacity limits, schedule conflicts, and syntax errors
- ✓ Created a Validator class for input checks and enhanced exception handling to reflect real-world operating conditions

Project Proposal

Project Design

First Requirements Analysis

JAVA IntelliJ Google Docs

- ✓ Detailed definition of distribution and installation process, including compressed file structure and execution environment
- ✓ Enhanced admin prompts with exception handling for course add/modify and newly added professor management (add/delete) features
- ✓ Implemented faculty management system by introducing instructor ID and section identifiers (alphabet suffix) for course numbers
- ✓ Strengthened course registration constraints for students, including prevention of duplicate section enrollment, schedule conflicts, and over-capacity registration
- ✓ Reinforced data integrity checks: verifying essential file existence, handling permission/syntax errors, and enforcing program termination with error messages
- ✓ Replaced professor name input with instructor ID to ensure data consistency and prevent duplication

First Requirements Analysis

First Redesign

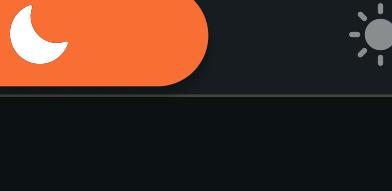
Second Requirements Analysis

JAVA IntelliJ Google Docs

- ✓ Added credit limit per student (max 18 credits) and grade-level restrictions for course enrollment
- ✓ Introduced team-teaching support and enhanced schedule conflict validation (different times per weekday)
- ✓ Expanded admin features: added professor add/delete functions and validation for team-teaching & grade-level rules
- ✓ Updated environment and deployment: specified JDK 23 with Windows 11 UTF-8 console, packaged as a single file

Second Requirements Analysis

Second Redesign



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Skills .

Project Planning & Coordination

Organized team tasks and schedules using platforms like Notion, while facilitating smooth cross-department communication to support project progress

Real-time Speed Quiz Game App

[Project Proposal](#)

Team Project

[JAVA](#) [Kotlin](#) [Android Studio](#) [XML](#) [Socket](#)

✓ Overview

- Developed a real-time interactive quiz game (Game size: 4-8 players, Quiz count: 10-50 questions)
- Implemented multiple modes: Arena Selection, Speed Quiz, Survival, and Revival.

✓ Game Flow

- Preparation: Room creation, game starts when required participants join.
- Main Game: Topic selection → Answer within time limit → First correct respondent earns points.
- Revival Round: Lower-scoring players are given a second chance to rejoin the game.

✓ Key Features

- Real-Time Interaction: Enabled immediate responses and communication between users.
- Efficiency-Oriented: Chose simple problem formats to avoid excessive resource usage.
- Engagement & Retention: Designed competitive and revival mechanics to encourage repeated participation.
- Learning + Entertainment: Provided diverse quiz topics (history, science, current events, computers, general knowledge) to combine fun with knowledge acquisition.

✓ Achievements & Contributions

- Designed the overall structure of a network-based real-time quiz game.
- Planned UI/UX flow and gameplay mechanics.
- Introduced competitive and revival systems to enhance user engagement.

01 실시간 스피드 퀴즈 게임

프로젝트 개요

대결장소선택

대결을 진행할 방 선택 (인원제한O)

스피드 퀴즈게임

연습 문제 정답자 : 퀴즈 주제 선택권 획득

일정 시간 후, 힌트 제공

연습 문제

퀴즈 주제 선택권

퀴즈 주제

대중문화, 역사, 과학, 시사, 지리, 컴퓨터, 상식

패자부활전

던전스 퀴즈, 두뇌 게임, 미니 게임

서바이벌

최초 정답자만 점수 획득

패자부활전

탈락자에게 1번의 패자부활전 기회 제공

AL-BUCKS App

[Project Proposal](#)

Team Project | Social Scheduling & Gamified Appointment App

[Kotlin](#) [Jetpack Compose](#) [Android Studio](#) [Retrofit2](#) [MVVM](#)

✓ Overview

- Designed and managed AiKU, a mobile service that combines social scheduling with gamified features.
- Integrated social login, appointment management, group analytics, notifications, and in-app economy.

✓ Key Features

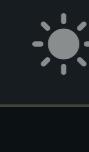
- Authentication & Security: Implemented Kakao OIDC social login, JWT-based authentication/authorization
- Group & Appointment Management: Enabled group creation/invitation, appointment scheduling with location (Kakao Map API), entry fees, and host delegation.
- Gamification: Designed penalty/bonus games such as "Late Fee Sharing," "Last Place Betting," and "IvI Racing" to boost engagement.
- Notifications: Built push notification logic covering events like joining, leaving, racing requests, and arrival updates.
- In-App Economy: Designed virtual currency ("Aku") with charging policy, gifticon payments (via Giftishow API), and integrated shop.
- User Engagement: Added ranking, titles (e.g., "Punctual Expert," "Donation Angel"), and seasonal events to increase retention.

✓ Achievements & Contributions

- Led feature planning across login, group, appointment, and gamification systems.
- Authored system design for security flows (token refresh, validation, error handling).
- Designed end-to-end user flow including profile setup, notifications, and in-app purchase logic.
- Contributed to scalability by defining efficient API interactions (debouncing, token rotation, storage rules).

Harry Potter Typing Practice Game

Voice-based Bus Information System for the Visually Impaired

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안녕하세요 .

— Kyra입니다

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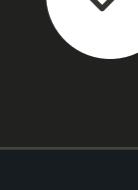
01 UI/UX Design



02 Frontend Development



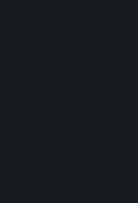
03 Project Planning & Coordination



04 System Architecture & Data Modeling



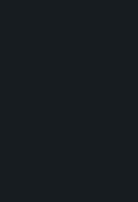
05 Automotive Electronics



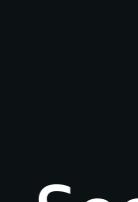
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07 Cloud Deployment



08 API & Database Design



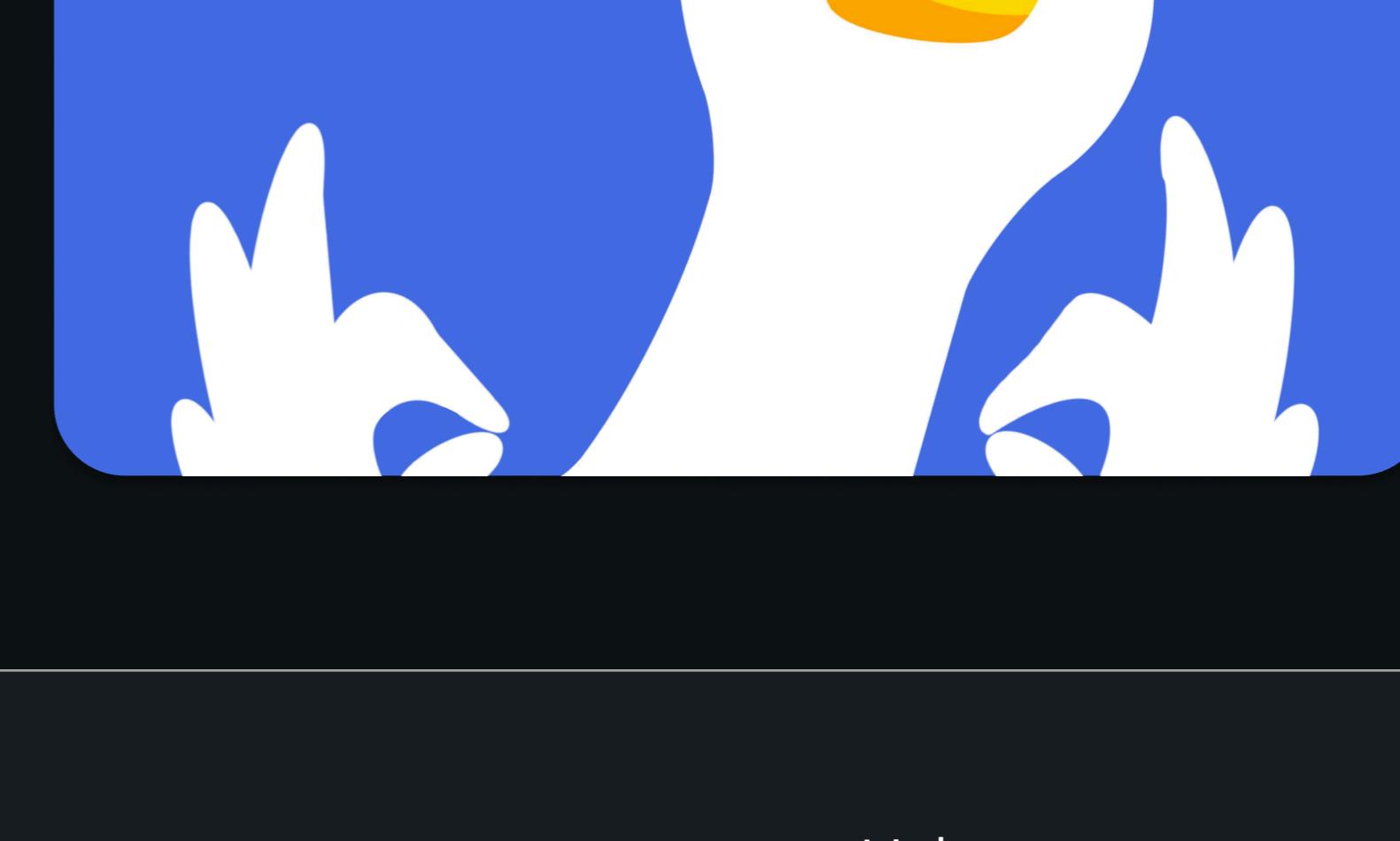
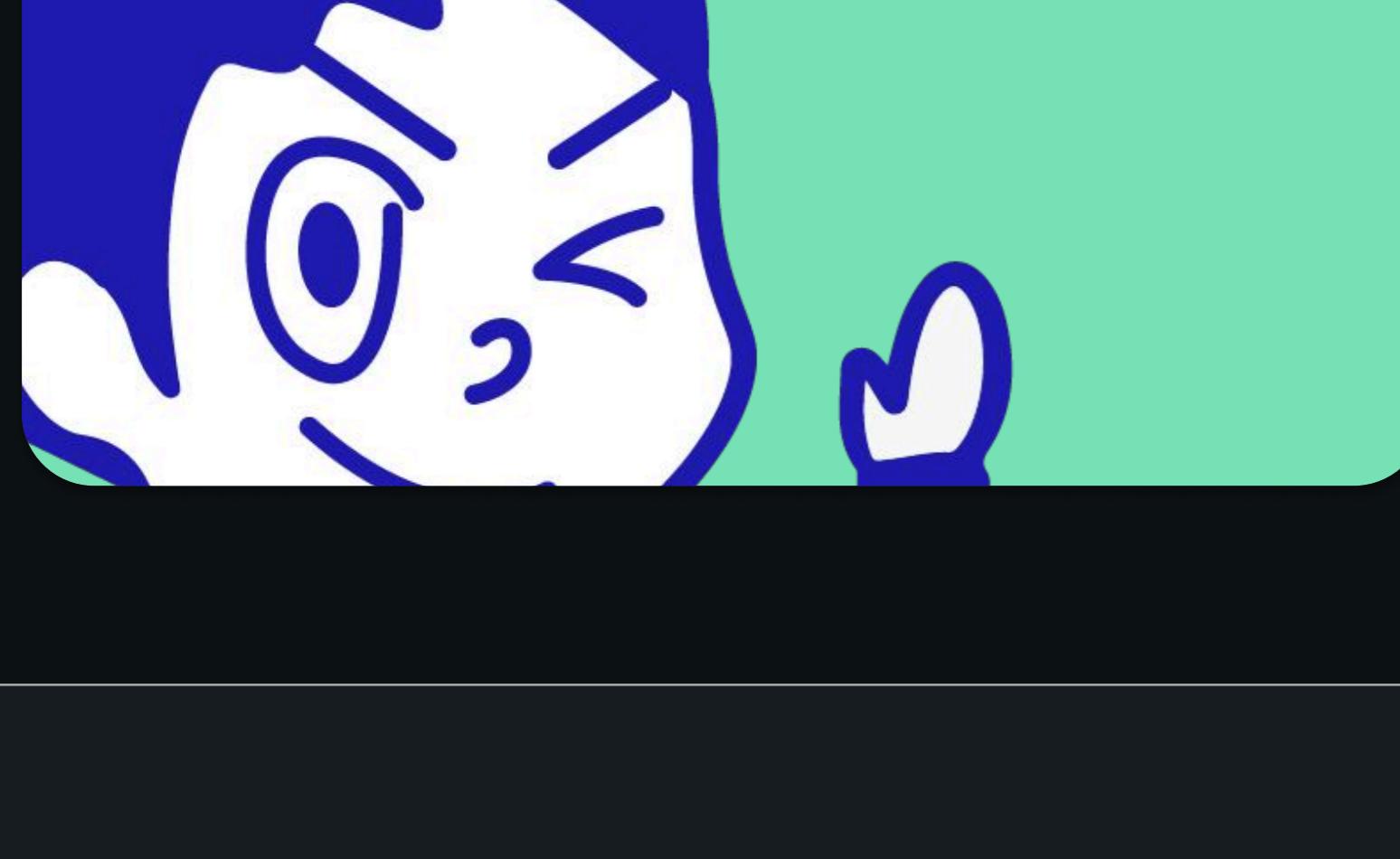
Soft Skills

- ✓ Problem-Solving
- ✓ Cross-Functional Communication
- ✓ User-Centered Design Mindset
- ✓ Agile Collaboration
- ✓ Project Leadership

Language



Projects

[See More](#)

Contact

kyra123@gmail.com

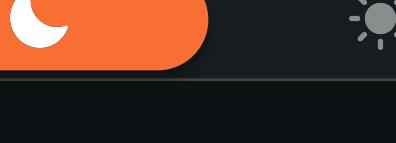
(123) 123 - 4567

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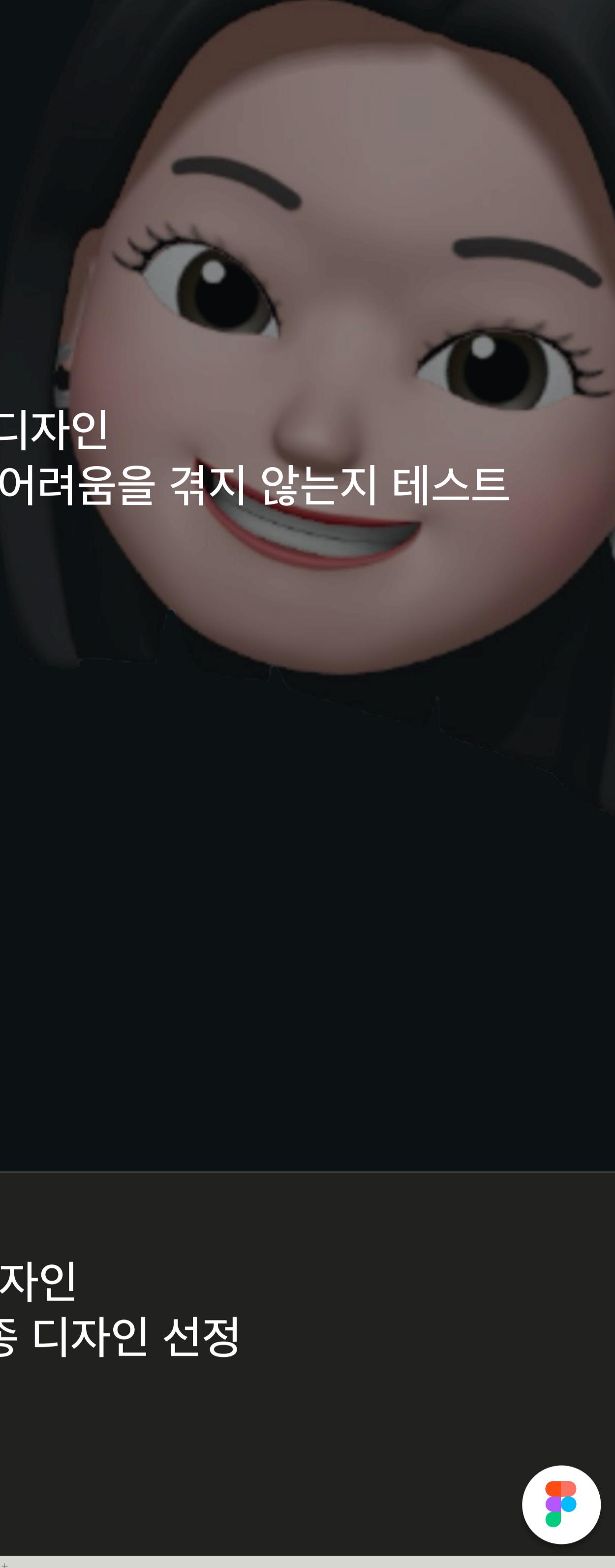
English

한국어

Skills .

— UX/UI Design

Human Computer Interaction 원칙에 입각한 디자인
디자인 디벨롭 시, 무작위의 유저들이 작동법에 어려움을 겪지 않는지 테스트
피드백을 바탕으로 지속적인 개선

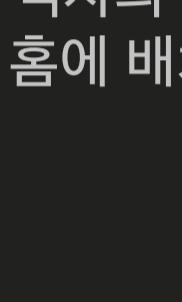


Portfolio Website Design

개발자 포트폴리오 웹사이트 제작을 위한 디자인
총 3가지 시안을 제작한 후, 설문을 통해 최종 디자인 선정

Figma

Procreate



Ver1. 단순하고 깔끔한 기본 디자인

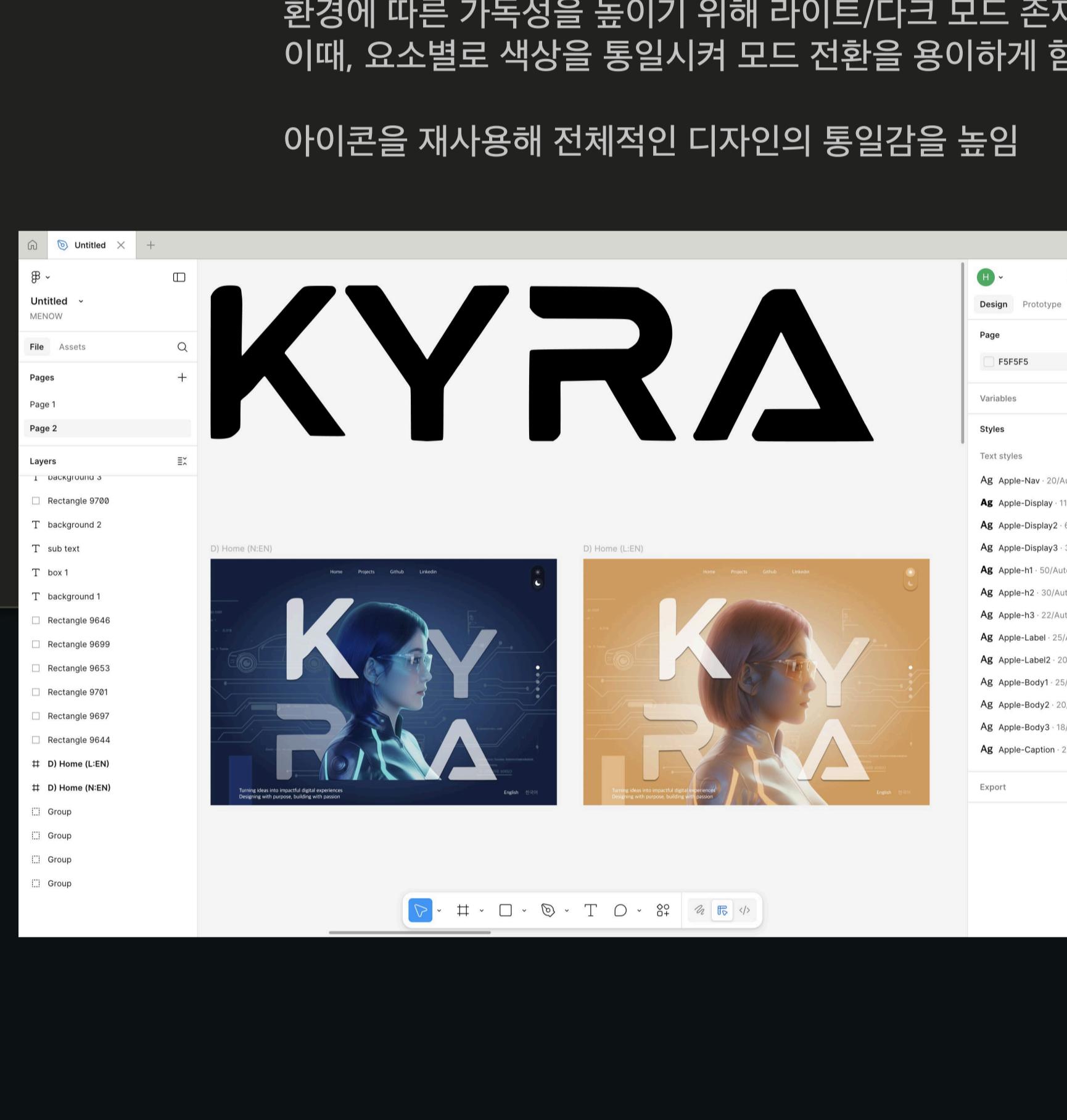
구직활동에 최적화된 이력서 형식의 디자인

최소한의 클릭으로 채용담당자가 구직자의 스킬과 프로젝트를 확인할 수 있도록 해당 항목을 흠에 배치

다국어 지원 (영어/한국어)

환경에 따른 가독성을 높이기 위해 라이트/다크 모드 존재
이때, 요소별로 색상을 통일시켜 모드 전환을 용이하게 함

아이콘을 재사용해 전체적인 디자인의 통일감을 높임



Ver2. 잡지 컨셉의 디자인

UX/UI 디자이너와 같이 예술성이 필요한 개발자를 위한 디자인

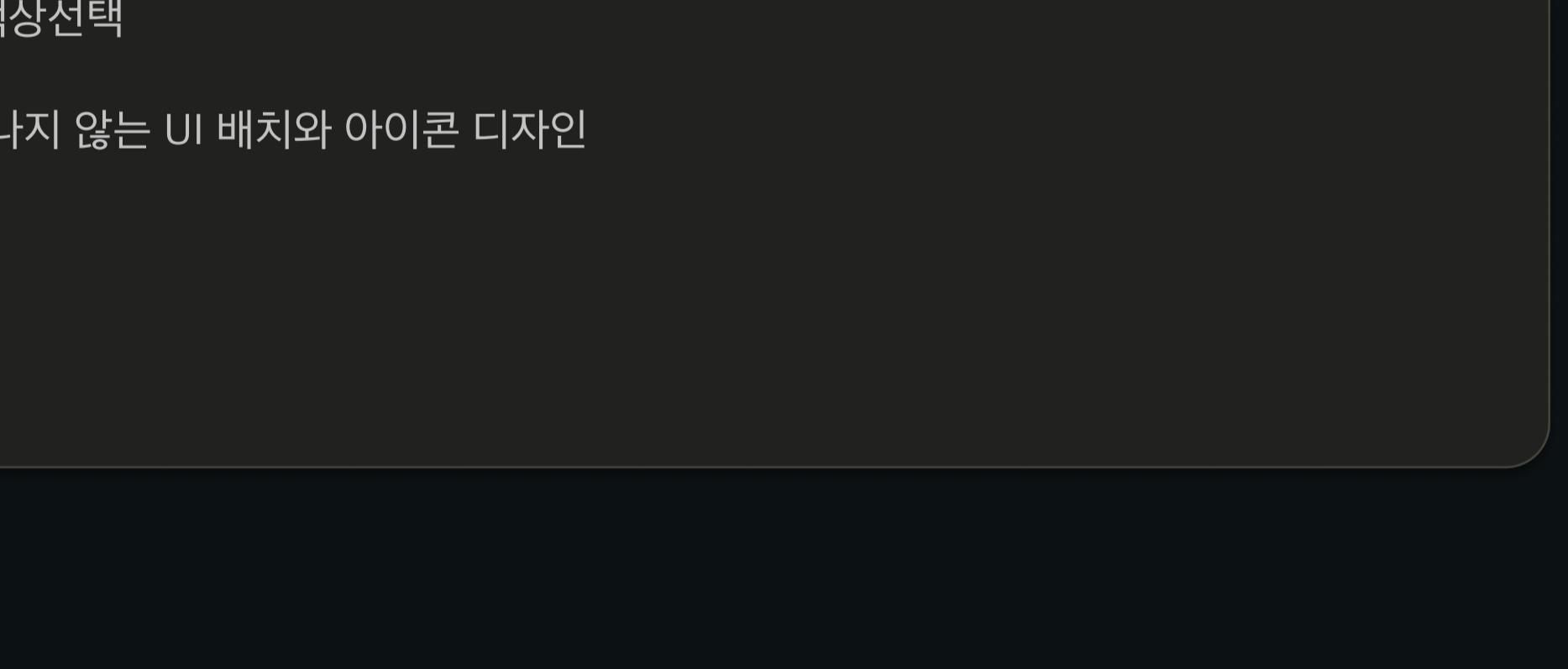
미적인 요소를 가장 중점으로 함
이때, 너무 화려해서 난잡해보이지 않게 텍스트와 아이콘을 적절하게 배치

최소한의 클릭으로 채용담당자가 구직자의 스킬과 프로젝트를 확인할 수 있도록 해당 항목을 흠에 배치

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아이콘을 재사용해 전체적인 디자인의 통일감을 높임



AiKU App Design

실시간 위치 추적이 가능한 스케줄링 앱 디자인
총 4번의 테스트와 디자인 개선

Figma

Procreate

- ✓ 미니게임 등 여러 기능이 함께 있어 설명서를 보지 않아도 알기 쉽게 디자인
- ✓ 캐릭터의 귀여움과 앱의 깔끔함을 모두 살리기 위한 색상선택
- ✓ 우리 앱만의 독특하지만 보편적인 사고방식에서 벗어나지 않는 UI 배치와 아이콘 디자인
- ✓ Android와 iOS 기기에 맞춰 각각 디자인

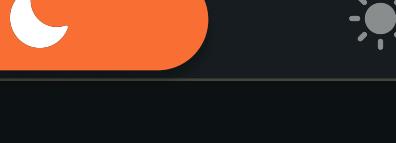
AL-BUCKS App Design

실시간 스피드 퀴즈 게임 (다인용)
백엔드와 데이터구조를 논의하며 API에 맞게 디자인 수정

Figma

Procreate

- ✓ 실시간으로 여러명이 접속해 동시에 퀴즈를 풀어야 하므로 딜레이 없도록 가장 심플한 디자인으로 선택
- ✓ 다양한 퀴즈 유형 (이미지, 노래 등)에 맞춰 효율적인 디자인 고려
- ✓ 화면 재사용을 높이기 위해 디자인 통일
- ✓ 대표 캐릭터 디자인



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Skills .

— Requirements Analysis

Built a course registration program aligned with client requirements, improving it over three iterations of feedback and development

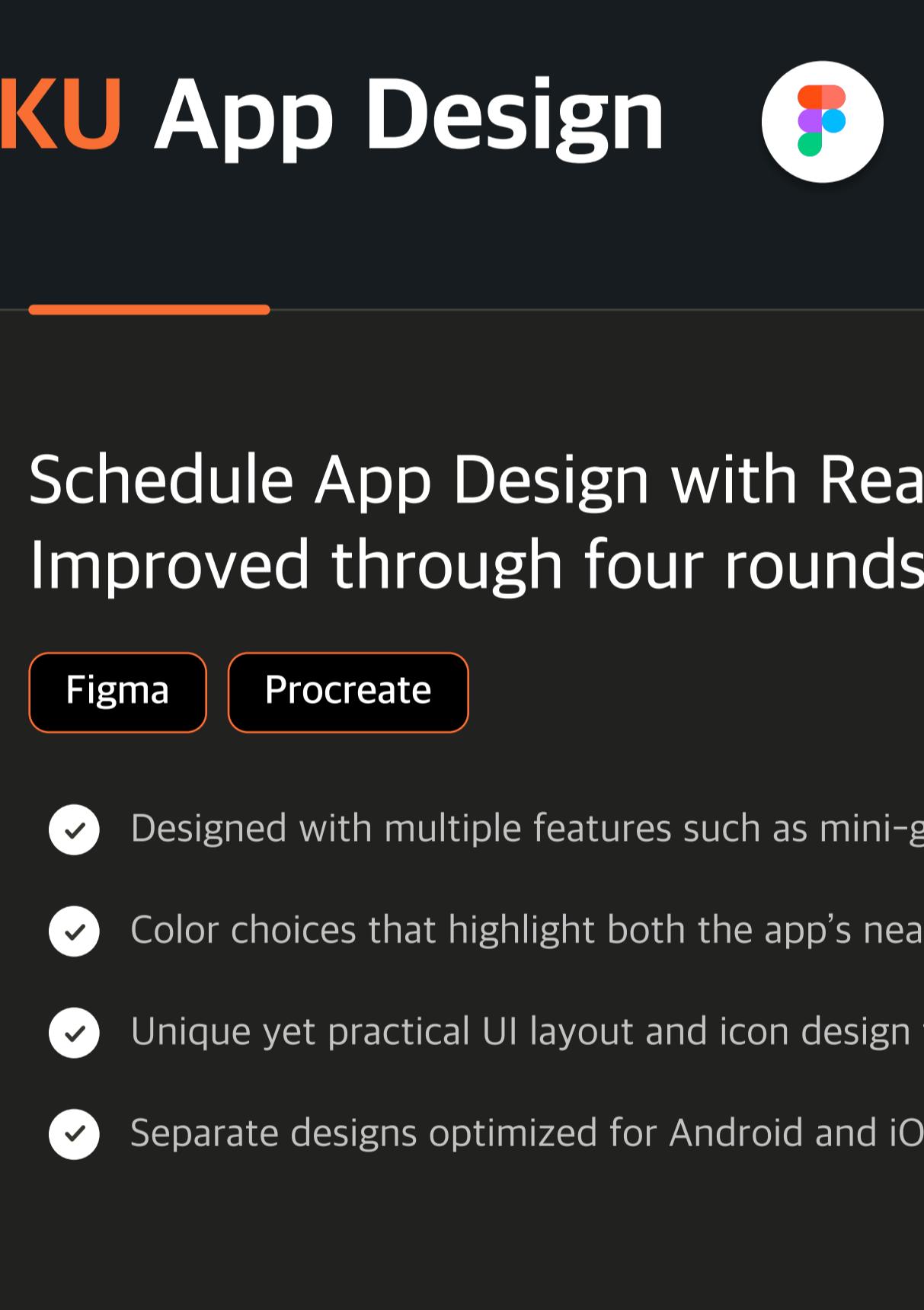
Class Registration Program

Design for creating a developer portfolio website
Produced three design drafts and selected the final design through surveys

JAVA

IntelliJ

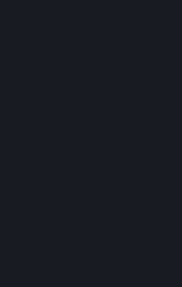
- ✓ Minimalistic approach so recruiters can easily check project skills and click links to detailed pages
- ✓ Supports multiple languages (English/Korean)
- ✓ Light/Dark modes included to improve accessibility, with consistent element colors for easier readability
- ✓ Consistent icon usage to enhance overall design unity



Ver1. Simple and Neat Basic Design

- ✓ Structure-oriented layout optimized for clarity

AiKU App Design



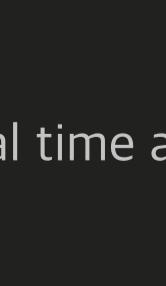
Schedule App Design with Real-Time Location Tracking
Improved through four rounds of testing and design iterations

Figma

Procreate

- ✓ Designed with multiple features such as mini-games, making it easy to use without needing a manual
- ✓ Color choices that highlight both the app's neatness and the character's cuteness
- ✓ Unique yet practical UI layout and icon design that avoids overcomplicated approaches
- ✓ Separate designs optimized for Android and iOS devices

Malang Quiz App Design



Real-Time Speed Quiz Game (for Multiple Users)
Design adjustments based on data structure discussions to align with API

Figma

Procreate

- ✓ Considered efficient design to support various quiz types (images, music, etc.)
- ✓ Unified design for higher screen reusability
- ✓ Designed a representative character
- ✓ Designed to ensure multiple users can connect in real time and play quizzes simultaneously without delay, using the simplest possible interface