

LOAM SHIN

UX Designer

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loamshin.com

objective

Seeking summer 2023 co-op/internship in UX Design at Amazon, available starting May 2023. Aiming to utilize my technical skills in programming, design, user experience, and accessibility. I've also acquired extensive knowledge in Adobe Creative Suite, experience in customer service, and front-end coding.

related courses

Courses to be completed by May 2023:

- Client-side programming (Design and deploy both web-based and desktop-based using JavaScript, React, JQuery, C#)
- Prototyping and Usability Testing (User Research, A/B testing, Hi- and Low-Fidelity using Figma and front-end programming)
- Mobile Application Development (Design, develop, and test using Swift)

experience

Floral & Growth Brand UX/UI Intern / 1-800-Flowers.com, INC

JUN - AUG 2022 (JERICHO, NY)

I worked on existing and future UX features to enhance user experience across product brands on a mobile platform, and the work has been in the realms of interaction design, UI design, and prototyping.

- Led user-centered and visual designs for e-commerce product detail pages including SKUs features which led to an increase in conversion rates and user experience by 10%.
- Created initiatives to design interactions including upsell SKUs and sub-navigation tabs for UI, currently under live testing.
- Responsible for user research, A/B testing, information architecture, prototyping across a mobile platform.

UX Analyst / Center Access on Technology at RIT

JAN - MAY 2022 (ROCHESTER, NY)

Key Project: I worked on improving an educational game application, PopSign, in collaboration with Google, that focuses on teaching American Sign Language to hearing parents with deaf children.

- Created mockups and prototypes using Figma to implement game tutorials that enhance the player experience and improve their understanding of PopSign's gameplay, integrating with Unity platform.
- Identified and troubleshoot UX problems and work closely with the engineers upon the release in March 2022.
- Conducted user studies including customer requirements and user behaviors to improve the effectiveness of the game.

education

Rochester Institute of Technology
BS in Human-Centered Computing
ANTICIPATED GRADUATION: DEC 2023

skills

Web Development
Responsive Design
UX/UI Design
Prototyping
Wireframing
Visual Design
User Research & Testing

tools

Github
Figma
Adobe XD
Photoshop
Illustrator

programming

HTML / CSS / JS
Python
Java
PHP