## EDUCATION

**Parsons School of Design**
New York, NY
Bachelor of Fine Arts,
Communication Design
Expected 2025

**Google UX Design Certificate**
Aug 2022

## SKILLS

Adobe Creative Suite, Adobe XD,
Illustrator, Photoshop, InDesign,
After Effects, Premiere Pro, Blender,
Webflow, WordPress,  Microsoft
Office Suite,  Javascript, HTML,
CSS, Python, Figma, Sketch, Canvas,
Framer, Zeplin, UXPin

## LANGUAGES

English
Korean

## WORK EXPERIENCE

**Product Design Intern** Mar 2023 – Feb 2024
*Two Average Gamers*, Remote
Led brainstorming sessions and sketched concepts from ideation to production for new product lines. Conducted thorough market research, sourcing materials, and competitive analysis to inform new product pitches. Curated and promoted brand identity through the introduction of new products aligned with the brand's ethos and aesthetic

**Design Freelance** Dec 2023 – Present
*Studio Heresy*, New York, NY
Optimized website layout and content for a client that resulted in a 6.5% increase in online store revenue. Provided guidance to clients in selecting the optimal book binding format for printed media and executed the physical binding process.

**Residential Advisor** Aug 2023 – Present
*The New School*, New York, NY
Developed a positive living environment for 40+ residents in a college dormitory through inclusive event programming, addressing student needs, and conflict resolution. Managed administrative duties including budgeting, maintenance requests, incident reports, and room transfers.

## PROJECTS

**Alter Ego Generator, Web Design & Dev** Dec 2023
Designed and developed 3 distinct interactive spaces for web 3D and mobile AR, utilizing 3D modeling in Blender. Spearheaded the conceptualization and implementation of design and code, using vanilla JavaScript and three.js for execution. Transformed the website into an interactive gallery exhibition concept, crafting gallery layouts and custom printed media.

**IBM X The New School Quantum Design Jam** Oct 2023
Collaborated with IBM experts to learn about quantum computing and built custom circuits using the IBM Quantum Composer and Qiskit. Designed and coded with a team to create a full-body interactive experience combining quantum principles with visuals and audio in a week.