

Minjoo Cho

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OBJECTIVE

I am a polymathic software designer with a solid technical background who designs and prototypes experiences that makes us better “humans”.

I have over seven years of experience working within multidisciplinary design teams and have successfully turned breakthrough ideas into the broad range of tangible technical prototypes.

I want to contribute my expertise and proficiency in handling large-scale data in technically focused projects.

SKILLS

Full-stack Development

- Web Frontend: Reactjs, Javascript/Typescript, Flutter
- Backend: Python-Flask, Nodejs
- Database: DynamoDB, SQLAlchemy
- Cloud Services: AWS (AWS Developer Associated certified), Google Cloud Platform
- Hardware Prototyping: Arduino, Raspberry Pi
- Messaging protocols: Messaging(web socket, MQTT), Hardware(I2C, Serial, SPI)
- Mobile Native: Android SDK

Emerging Technology

- Machine Learning Libraries: GCP-based ML solutions (mediapipe, Polyphonic RNN etc.)
- AR/VR: Native (AR Core, Unity), Web (Playcanvas)
- Computer Vision Libraries: OpenCV, Pygame

Design Tools

- 3D Tools: Rhinoceros, Solidworks, Fusion260, Keyshot
- 2D Tools: Adobe Series (Illustrator, InDesign, Premier Pro)

LANGUAGES

- English (Fluent, C2)
- Korean (Native)
- Japanese (Fluent, C2)
- Chinese (Intermediate, C1)
- German (Basics, B1)

EMPLOYMENT HISTORY

Senior Software Designer, D-Ford London

London, United Kingdom

June, 2021 - Present

D-Ford is an R&D lab focused on developing services, products, and visions for the future of mobility. A collaboration between IDEO and Ford, the lab uses human-centred Design (HCD) methods to quickly prototype, co-create and engage with users, clients, and customers in the field.

- Early-stage connected prototype development for initial concept validation
- Supporting on-site user research and insight synthesis for the next product development stage

Creative Technologist, Indeed Innovation

Hamburg, Germany

May, 2017 - Apr, 2021

Fast PoC Technical Prototyping for IoT products

- Liaison with developers and designers throughout the project's conceptual stage and helped implement proof-of-concept prototypes to validate the generated ideas.

Client-facing role: project pitch, design workshop, development progress report

- Interactive Installation development/demonstration
- Full implementation of interactive installation from concept development to delivery

Creative Strategist, Samsung Creative Lab

Suwon, South Korea

Jun 2013 — Oct 2014

Samsung Creative Lab is a Samsung's incubation program for Samsung employees to incubate creative ideas into actual projects. My role in the team included the following:

- Project Proposal: Proposed the winning idea to gain entry into C-Lab
- Product Strategy and development: product features definition, fast prototyping (Android SW), in charge of user research with the hearing-impaired community
- Regular progress reports to the C-level representatives

Product Manager, Samsung Electronics HQ

Suwon, South Korea

Jan 2011 — Dec 2014

- Responsible for Samsung Galaxy Tablet Series and Google Nexus 10
- Product Life Cycle Management: solving procedural issues during the entire product life cycle from the development stage to the end of production
- Regular VP/C-level issue reports on the project status

EDUCATION

M.S in Industrial Design, KAIST

Daejeon, South Korea

Mar 2015 — Feb 2017

- Mater's thesis: Calm Automaton, A DIY Toolkit for Ambient Displays
- A previous research member of myDesignLAB (Prof. Daniel Saakes)
- Full year scholarship : National Science and Technology Scholarship

B.S in Electrical Engineering, KAIST

Daejeon, South Korea

Mar 2006 — Feb 2011

- Major in Electrical Engineering and minor in Business Economics
- Full year scholarship: National Science and Technology Scholarship