

Peter (Seokmin) Yoo

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Education

University of Michigan-School of Information

Aug 2021~Dec 2022

Master of Sciences in Human-Computer Interaction (MS) - 4.00/4.00

University of Illinois-Urbana Champaign

Aug 2015~May 2019

Bachelor of Sciences in Experimental Psychology (BS) with Distinction

Relevant Experiences

Rice University (Skills: UX Research, Testing, & Need Assessment)

User Experience Researcher

Jan. 2022-Ongoing

- Develop assessment testing to better understand Fondren library's websites usability

Spot Lab (Skills: Unity, UX Research, Storyboarding, & Virtual Prototyping)

Ann Arbor, MI

VR/UX Researcher and Developer

Aug. 2021-Dec 2021

- Developed interactive virtual interface for collaborative interior design
- Created multi-layer digital interaction platform for efficient communication within VR space
- Implemented structured interview questionnaire to measure user pain points on our version control system
- Analyzed user ratings and created affinity diagram to organize participants feedback
- Aided in developing technical modeling using unity and potential pain points using personas and storyboard

Project Experiences

UX/UI Research and Design for Student Networking and Professional Development

Ann Arbor, MI

Interaction Design Course Project

Aug. 2021-Dec. 2021

- Storyboard and prototype user scenario based on needfinding to better address graduate students networking issue
- Design interactive tools and interfaces (figma) to facilitate connection based on interest and course work
- Create user sketch, personas, user flow, and scenarios to better understand possible student interaction

AR/VR Application Research and Design for Animation Filmmaking and Storytelling

Ann Arbor, MI

AR/VR Application Design Course Project

Aug. 2021-Dec. 2021

- Create virtual and physical prototype to solve digital storyboarding issues in animation filmmaking process
- Develop virtual filmmaking environment using unity to design possible interactions with immersive authoring tools
- Propose design for storytelling and gaming in augmented reality space

Skills

Quantitative & Qualitative Research, Python Programming, Unity, UX Research and Design, Storyboarding/Low & High Fidelity Prototyping, Figma, & AR/VR UX/UI Prototyping