

Soeun Yoon

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Education

Rhode Island School of Design (RISD)

Graphic Design · BFA 2021

Computation, Tech., and Culture · CCDs

GPA 3.6

Brown University

Selected Courses

Skill Set

Software

Adobe Photoshop · Illustrator ·

InDesign · After Effects · Figma ·

Premiere · Sketch · Adobe XD ·

Cinema 4D · Rhino 6 · Lightroom ·

Atom · Blender

Developer

HTML · CSS · JavaScript · Max/msp ·

Processing

Design

UI/UX · Brand Identity · Product Design ·

Editorial · Motion Graphics · Photography ·

Web Design

Language

English · Korean

Awards

RISD Honors Designation · 2019

Textron Charitable Trust Summer

Fellowship · 2019

Korea Design Exhibition Finalist

Award · 2018

Korea Energy Agency Design

Excellence Award · 2018

Congressional Recognition · 2017

NAKS Leadership Award · 2017

Experience

Hack@Brown

Design Lead

Sep 2019–Present · Providence, RI

Hack@Brown is an annual hackathon that welcomes individuals of all backgrounds and skills to create with design and technology. I organize the design team to create the official website, UI, motion posters, print materials, and brand identity.

Intercollegiate Finance Journal (IFJ)

Editorial Design Lead

Jan 2019–Present · Providence, RI

With a cross-disciplinary team, I design editorial layout with different typographic treatment and composition to blend knowledge and make business and finance more accessible for students.

RISD Global

Design Assistant

Dec 2019–June 2020 · Providence, RI

I create website content, posters and print material, and manage social media for RISD Global office which cultivates academic events and global learning on campus.

lemlem

Product Design and Marketing Intern

May 2019–Jul 2019 · New York, NY

I designed for lemlem branding by creating assets such as banners, prints for packaging, and website content. I assisted the marketing team by utilizing the strategies to interpret customer experience and insights.

Selected Courses

CSCI 0130 User Interfaces and User Experience

Developed skills of user interaction, principles of UX design, modeling, prototyping tools, and data analysis. Practiced the use of storyboarding, A/B Testing, and eye tracking to build end-to-end experiences.

CLPS 0220 Making Decisions

Practiced the psychology of human decision-making, and the analysis of optimal decision. Topics include: chance and preference (e.g., how do consumers weigh attributes when making their purchases?), the value of information (e.g., when should physicians order expensive diagnostic tests?), and risky choice (e.g., is it rational to play the lottery?).