

Soeun Yoon

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Skill Set

Software

Adobe Photoshop · Illustrator ·
InDesign · After Effects · Figma ·
Premiere · Sketch · Balsamiq ·
Adobe XD · Cinema 4D ·
Rhino 6 · Lightroom

Developer

HTML/CSS · JavaScript ·
Max/msp · Processing

Design

UI/UX · Brand Identity · Product
Design · Motion · Editorial

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

Education

Rhode Island School of Design (RISD)

BFA · Graphic Design
Concentration in Computer, Technology and Culture
09.2017–06.2021 · Providence, RI

Brown University

Selected Courses
01.2019–Present · Providence, RI

Homestead High School · HSD

2017 · Cupertino, CA

Experience

Hack@Brown

Graphic Designer
09.2019–Present · Providence, RI

Hack@Brown is an annual hackathon that welcomes individuals of all backgrounds and skills to experiment with design and technology. I designed the website, UI, motion posters, print materials, and branding for publicity with designers and non-designers.

Intercollegiate Finance Journal (IFJ)

Editorial Designer
01.2019–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
10.2019–Present · Providence, RI

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

Iemlem

Product Design and Marketing Intern
05.2019–07.2019 · New York, NY

I designed for the brand identity by creating visual assets which included banners, prints for packaging, and website content. I assisted marketing team by utilizing 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 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?).