Soeun Yoon

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Education

Rhode Island School of Design (RISD)
Sep 2017–Dec 2020, Providence, RI

BFA in Graphic Design
Concentration in Computation, Technology, and Culture

Brown University
Selected Courses

Skill Set

Software
Photoshop, Illustrator, InDesign, After Effects, Cinema 4D, Figma, Premiere, Sketch, Adobe XD, Rhino 6, Lightroom, Atom, Blender

Developer
HTML, CSS, JavaScript, Max/msp, Processing

Creative
UI/UX, Branding, Packaging, Exhibition Design, Motion Graphics, Interaction Design

Language
English, Korean

Awards

RISD Honors Designation 2019–2020
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

TheKlab I UI/UX Designer
June 2020–Present, Remote

TheKlab specializes in remote B2B sales and marketing consulting. I work on preliminary research for cohesive interfaces and created personas, wireframes, prototyping, and user journeys.

Hack@Brown I 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 direct the design team to design the official website, UI, motion posters, print materials, and brand identity.

Intercollegiate Finance Journal I Editorial Design Lead
Jan 2019–Present, Providence, RI

I lead the design team and create editorial layouts with different typographic treatment and composition. I aim to blend knowledge and make business and finance more accessible for students.

RISD Global I Design Assistant
Dec 2019–June 2020, Providence, RI

I created website content, posters and print material, and managed social media for RISD Global office that cultivates academic events and global learning on campus.

lemlem I Product Design and Marketing Intern
May 2019–Jul 2019, New York, NY

I designed for lemlem branding by creating assets such as digital 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?).