

Soonho Kwon

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Education

Carnegie Mellon University

Class of 2019

Bachelor of Design

Minor in Physical Computing

Minor in Game Design

College and University Honors

Skills

Design

Adobe Creative Suite

Sketch / Figma

Origami Studio

Programming

HTML / CSS / Javascript

SwiftUI

Processing / P5.js

Arduino / Raspberry Pi

C# (Unity3D)

3D

Unity3D

Blender, Cinema 4D

Three.js / WebGL

ARKit, Spark AR, Vuforia

Gravity Sketch, MS Maquette

Physical

ID Sketching

Physical Prototyping

3D Printing

Laser Cutting

Experience

Adobe | Experience Designer

2020 - Present, San Francisco

Designing and prototyping across multiple products to solve problems around 3D and Immersive Proceduralism.

IDEO CoLab | Fellow

2020 - Present, San Francisco

Designing and prototyping concepts at IDEO's R&D group for emerging technology.

Brain Technologies | Design Prototyper

2019 - 2020, San Mateo

Leading UX decisions and prototyping new interaction paradigms for an artificial intelligence platform. Using Origami Studio, Figma, and SwiftUI.

Cruise Automation | 3D Interaction Designer

2018, San Francisco

Designed, prototyped, and programmed 3D interactions for one of the world's leading autonomous driving companies. Used Three.js, Cinema 4D, and Sketch.

Honors

Lee Goldman Scholarship

2018, Pittsburgh

Three students in the School of Design were chosen to receive a scholarship for their performance in the program.

Presidential Scholar

2015 - 2019, Pittsburgh

Merit-based scholarship awarded to a select number of students in each major at Carnegie Mellon University.

Dean's List

2016 - 2019, Pittsburgh

Students with the top 25% GPA each term receive the Dean's list award. Received 7/8 semesters.