

# Sophie Eunkyeol Kim

Interaction Designer | Prototyper

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## Education

**Carnegie Mellon University,  
Entertainment Technology Center**  
Master of Entertainment Technology  
May 2019, Pittsburgh, USA

**Yonsei University**  
B.S. Information & Interaction Design  
B.S.E Computer Science  
August 2017, Seoul, Korea

## Skills

### Design

Sketch, Adobe Illustrator,  
Photoshop, Premiere, AfterEffects,  
Maya

### Development

C, C++, C#, Java, HTML, CSS,  
JavaScript, PHP, Unity3D, Arduino,  
OpenCV, OpenGL, Git, Perforce

### Research

Affinity Diagram, Persona, User  
Journey, Interview, Survey, A/B test

## Courses

### Information & Interaction Design

Interaction Design  
Game Design and Culture  
Visual Systems  
Application Prototyping  
Time, Motion and Communication

### Computer Science

Software Capstone Design 1,2  
Computer Graphics  
Data Structure  
Object-Oriented Programming  
Enterprise Web Application

## Work Experience

**Software Technologist** Aug 2019 - Current, Palo Alto, USA  
HP inc.

Work as a UX designer at Innovation team. Create personas, user journey maps, storyboards in proof of concept stage.

**Software Technologist Intern** Jan - May 2019, Houston, USA  
HP inc.

Designed personas, user journey maps, storyboards in proof of concept stage. Designed UI and wireframe for software prototypes.

**Interaction Designer Intern** May - Aug 2018, Palo Alto, USA  
HP inc.

Designed a VR application that enhances VR game streaming experience by incorporating streaming/chat settings and OMEN Command Center into one VR experience. Used Sketch, Maya, Unity3D and Vive pro for prototyping.

• Best Project Prize | HP Summer Intern Fair 2018

**Visual Designer & Game Designer** May - Aug 2016, Seoul, Korea  
Geomaze : iOS/Android puzzle game

Developed and designed the game concept, prototyping, and interface. Published the application in Google Play and Apple's Appstore.

## Academic Projects

**UI/UX Designer** Jan - May 2018  
Alice's Adventure

Designed and created user interface for Alice's Adventure, a 2D adventure game making tool for teenagers introducing programming concepts. Conducted survey and interview for user testing. Created wireframe and low-fidelity prototype by Sketch/Illustrator and used HTML/CSS/JavaScript for UI development.

**Programmer** Aug - Dec 2017  
Building Virtual Worlds

Designed and developed interactive experiences every two to three weeks using Unity3D game engine with various platforms such as Vive, HoloLens, Oculus and Fove. Practiced rapid-prototyping, playtesting, and communicating with multidisciplinary teams.

## Publications

Kim, E.K., Jung, M.K., Kang, Y.A. (2016), SWEEPA: Designing An Indoor Waste Monitoring System For Increased Work Efficiency, Society of Design Convergence, 15(2), 119-133.

Kim, E.K., Jung, M.K., Kang, Y.A. (2016), "SWEEPA: Designing An Indoor Waste Monitoring System", HCI Korea 2016 Conference