

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

Research

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

Design

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

Prototype

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

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

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.

UX Research Assistant *Sep - Dec 2018, Pittsburgh, USA*
Carnegie Mellon University

Worked as a UX RA at HCII Oh! lab under Jessica Hammer. Conducted
several focus group studies and analyzed their qualitative data. Planned
and evaluated a pilot user study.

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.
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.