Sophie Eunkyeol Kim

Interaction Designer | Prototyper

sophieeekim.github.io
+1 412-822-4068
keun195@gmail.com

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, AfferEffects, Maya

Development
C, C++, C#, Java, Python, HTML, CSS, JavaScript, PHP, Unity3D, Arudino, OpenCV, OpenGL, Git, Perforce

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

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

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

Designed a VR application that enhances VR game streaming experience by incorporating streaming/chat settings and OMEN Commend 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
Geomaze : iOS/Android puzzle game
May - Aug 2016, Seoul, Korea

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 multidisplinary teams.

Programmer
Mar - Jul 2016
VR Interface Improvement Using Haptic Feedback and Kinect Sensor

Programmed the output device using Arduino, developed Bluetooth communication between the output device and Android Unity Application.
• Semi-Finalist | 13th Yonsei Creative Exhibition, College of Engineering
• First Prize Winner | Computer Science Graduation Exhibition, Yonsei

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