

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

Graphic Designer & Game Designer Oct 2015 - Aug 2016, Seoul, Korea
Geomaze | Vicious Jellies

Worked as a graphic designer/game designer of two mobile games.
Published two applications 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.