

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, Python, HTML,
CSS, JavaScript, PHP, Unity3D,
Arduino, 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 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
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
Alice's Adventure**

Jan - May 2018

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
Building Virtual Worlds**

Aug - Dec 2017

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.

**Programmer
VR Interface Improvement Using Haptic Feedback and Kinect Sensor**

Mar - Jul 2016

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