Sooyeon Park

Product Designer

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EXPERIENCE

Ringle / UX Research & Design Intern

Apr 2022 - Jul 2022 | Seoul, South Korea

- Planned and introduced a foundational qualitative user research structure for understanding the customer base and their current painpoints on Ringle product.
- · Consolidated qualitative data from in-depth interviews with quantitative data to analyze student behavior patterns through implementation of thematic analysis.
- Built customer journey maps based on three personas: office workers with low motivation, office workers with high motivation, and undergrad/grad students.

CIxD Lab, KAIST / Undergraduate Researcher

Mar 2021 - Feb 2022 | Daejeon, South Korea

- Conduncting research on 'Quick-Witted Interface: Exploring Creative Facility of Voice Conversational Agent Response in Task-Oriented Dialogue' to suggest respond design implication of conversational
- Designed and conducted diary study and semi-structured follow-up interviews with 14 participants, coded data with thematic analysis.

User Experience Lab, Seoul National University / Research Assistant Sep 2020 - Oct 2020 | Seoul, South Korea

- Assisted in research on the 'Prediction of Common Space Congestion Using Sensor Data' project, by designing and building a hi-fi prototype using React.js and creating UI/UX for the mobile application.
- · Compiled all necessary data and outcomes that would later be published as a completed study in HCIK.

Pavilion / Product Designer

Dec 2019 - Mar 2020 | Seoul, South Korea

Recruited local teachers and conducted competitive research, user research, and beta test interviews online with them.

Designed Minimum Viable Product (MVP) for artificial intelligence vocal analysis software from scratch.

Planned and constructed UX system and brand identity.

EDUCATION

University of Michigan

2022 - 2024 | Ann Arbor, MI

Master of Science in Information (Human-Computer Interaction and UX Design)

Korea Advanced Institute of Science and Technology (KAIST)

2017 - 2022 | Daejeon, South Korea

Bachelor of Science in Industrial Design GPA: 3.80/4.3

Cum Laude

SKILLS

Design

UX/UI Design, Wireframing, Prototyping, User Research, Affinity Diagraming, Thematic Analysis, Storyboarding

Tools

Figma, Sketch, Photoshop, Illustrator, Adobe XD, Premiere Pro, After Effect, Javascript, React.js, HTML, CSS, Word, Excel, Keynote

HONERS & AWARDS

Red Dot Design Award 2021

Communication Design, App, Winner Aug 2021

iF Design Award 2021

Apr 2021 Service Design, Gold Award

UI Design, Winner Apr 2021