YUMIN JUNG

Frontend Developer (UX)

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SUMMARY —

I am an engineer who places high value on UX/UI. My areas of interest include UX, WebGL, and Frontend development.

SKILLS

Languages: JavaScript (ES6), TypeScript, HTML, CSS.

Technologies: React, Next.js, Git, Figma, Fusion360.

PROJECTS -

3/2023 - 6/2023 Redesign Bill Experience

CS374 Introduction to HCI

GitHub link

- Brainstorming to identify user needs and solve those needs.
- · Producing Lo-Fi prototypes and conducting usability tests for UX improvement.
- I used Figma to create the prototype's login, sign-up, and main pages and improved them with a focus on better user flow. (Figma link)
- · Received the "Most Human-centered Award". (link)

UX / UI / Data Visualization

5/2023 - 6/2023 Development of Collaboration Tools for KAIST Students

CS350 Introduction to Software Engineering

GitHub link

- Communicate with customers by referring to the SRS document and develop programs that meet customer needs.
- I set up the initial development environment, connected the frontend and backend, and developed the workspace and channel parts. (PR #2, PR #14, PR #17)
- I led collaboration, focusing on work sharing and communication among team members.

Next.js / RESTful API

Personal Portfolio Website Development Project

GitHub link

- · I developed a website that uses Notion-API to load project data organized in Notion DB onto the web.
- I created a basic framework by referring to the Next.js lecture, then improved the design and added elements that users could interact with.

Next.js / TailwindCSS / Notion-API

5/2022 - 6/2022 Web Development to Create and Share Personal Quizzes

ID311 Software Prototyping - Team Project

GitHub link

- · I connected the frontend, backend, and database at the beginning of the project. (PR #2)
- · I developed the sign-in and sign-up, scoreboard, and comment leaving pages on the front-end.

Next.js / Node.js / MongoDB

4/2022 - 5/2022 Game Development Project

ID311 Software Prototyping - Individual Project

GitHub link

- · I developed Angry-Birds by applying design patterns with JavaScript.
- I used the physics engine framework Matter is to make the user's interaction with the program smoother.

P5.js / Matter.js / Design Pattern

11/2021 - 12/2021 Community Website Development

CS492 Special Topics in Computer Science<Front End Development> (with NAVER)

GitHub link

- Development of communication collaboration tools that meet the requirements of the Naver FE platform.
- I developed a form for writing comments, designed the webpages related to comments, and also managed the comment-related data.

React / Storybook

2/2019 - 6/2021 3D Modeling and Rendering Project

ID219 Computer-Aided Design

· In the USB project, I used Fusion360 to model and render a USB in the shape of the RYAN character and

3D printed it to check the results.

• In the 3D model rendering project, I modeled Dolce Gusto's coffee machine and rendered it for the purposes of Technical Drawing, Studio Rendering, Advertisement, and Descriptive Panel.

Fusion360 / KeyShot

EXPERIENCE -

1/2024 - 2/2024 Individual Study

Next Interface Lab

GitHub link

• Explore the latest research trends through the revision and development process of HCI-related papers. Sustainable-HCI

11/2023 - 1/2024 NH-KAIST UX Research & Testing

Next Interface Lab

· Improved user experience and user interface in the GBI scenario of NH Investment & Securities application 'NAMUH' (Goal selection, Goal setting, and Achievement status pages).

UX Research

12/2022 - 2/2023 KAIST CUop Internship

Batoners

· I developed an initial version of a daily survey application for collecting and visualizing digital passive sensing data and analyzing depression levels in users with depressive symptoms.

iOS / Data Visualization / Human Interface Guideline

EDUCATION -

2/2017 - 8/2024 School of Computing Bachelor's Degree

Daejeon, Republic of Korea

Korea Advanced Institute of Science and Technology (KAIST)

2/2015 - 2/2017 **Early Graduation**

Incheon, Republic of Korea

· Incheon Jinsan Science High School

EXTRACURRICULAR ACTIVITIES

3/2023 - Present K-RUSH

Club Activity

- · KAIST Marathon Club.
- · Regular training once a week. (Strava link)
- · 2023 JTBC Seoul Marathon Finisher (03:39:04)

8/2019 - 3/2021 Military Service

Republic of Korea Army

· Compulsury military training as per the regulations of the South Korean Government.

2/2018 - 3/2019 Samsung Electronics Nanum Volunteer Membership

Volunteer

- Regular volunteer once a month.
- · Mask design project for wheelchair users with disabilities that can extend golden time in the event of a fire (resolving current issues in the community).

3/2017 - 8/2019 K-Bird **Club Activity**

- · KAIST Badminton Team.
- Regular training and social activities once a week.

LANGUAGES

Korean English Spanish •••• ••••