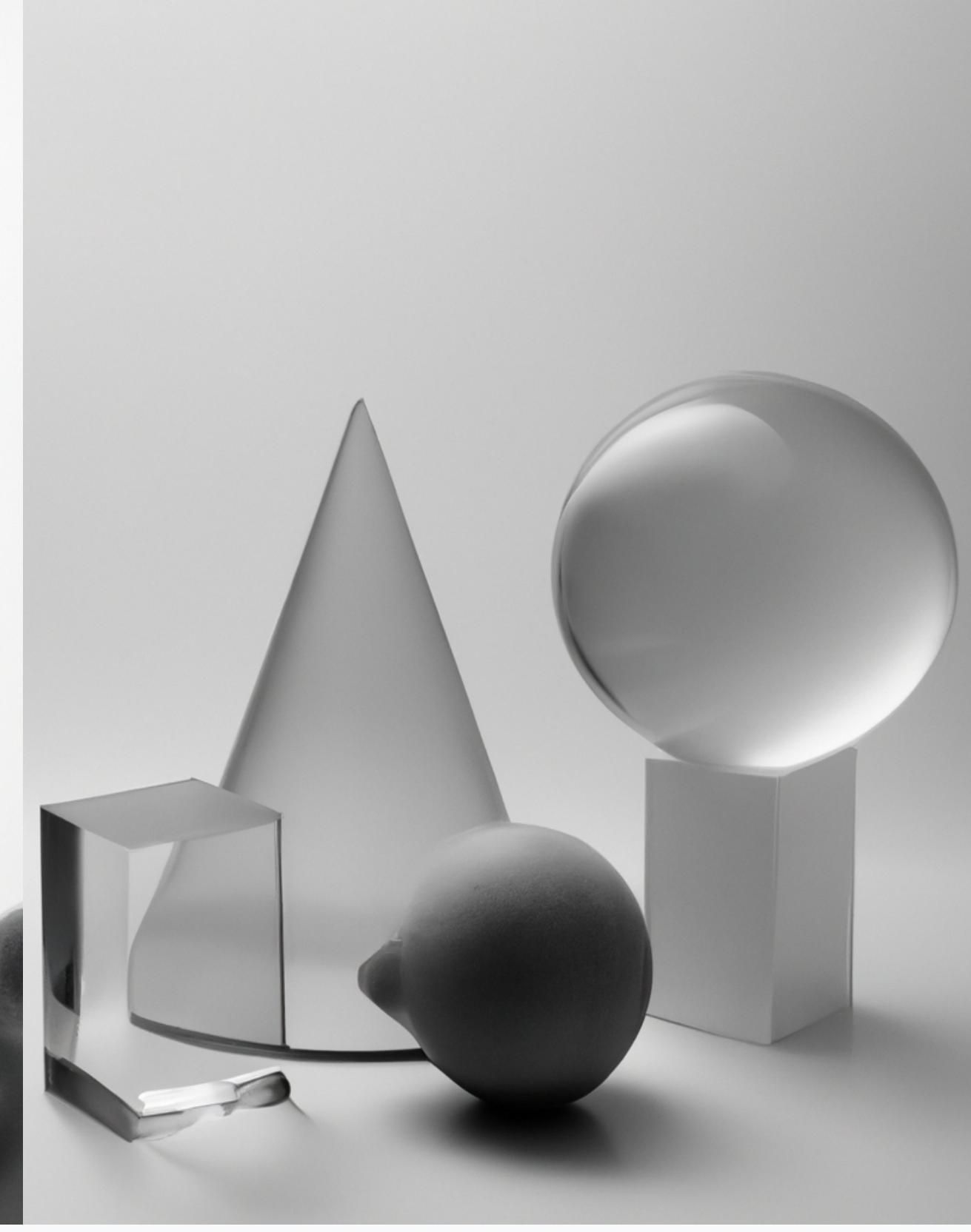




Yumin Jung

I am an engineer who places high value on UX/UI. I am interested in UX, front-end development, and WebGL.





Design 01

Redesign Bill Experience

Design project in HCI.

Figma / UX

Design 02

Software Prototyping

Design and Development project
in Software Prototyping.

Figma / JavaScript

Design 03

3D Modeling & Rendering

Design project in CAD.

Fusion360 / KeyShot

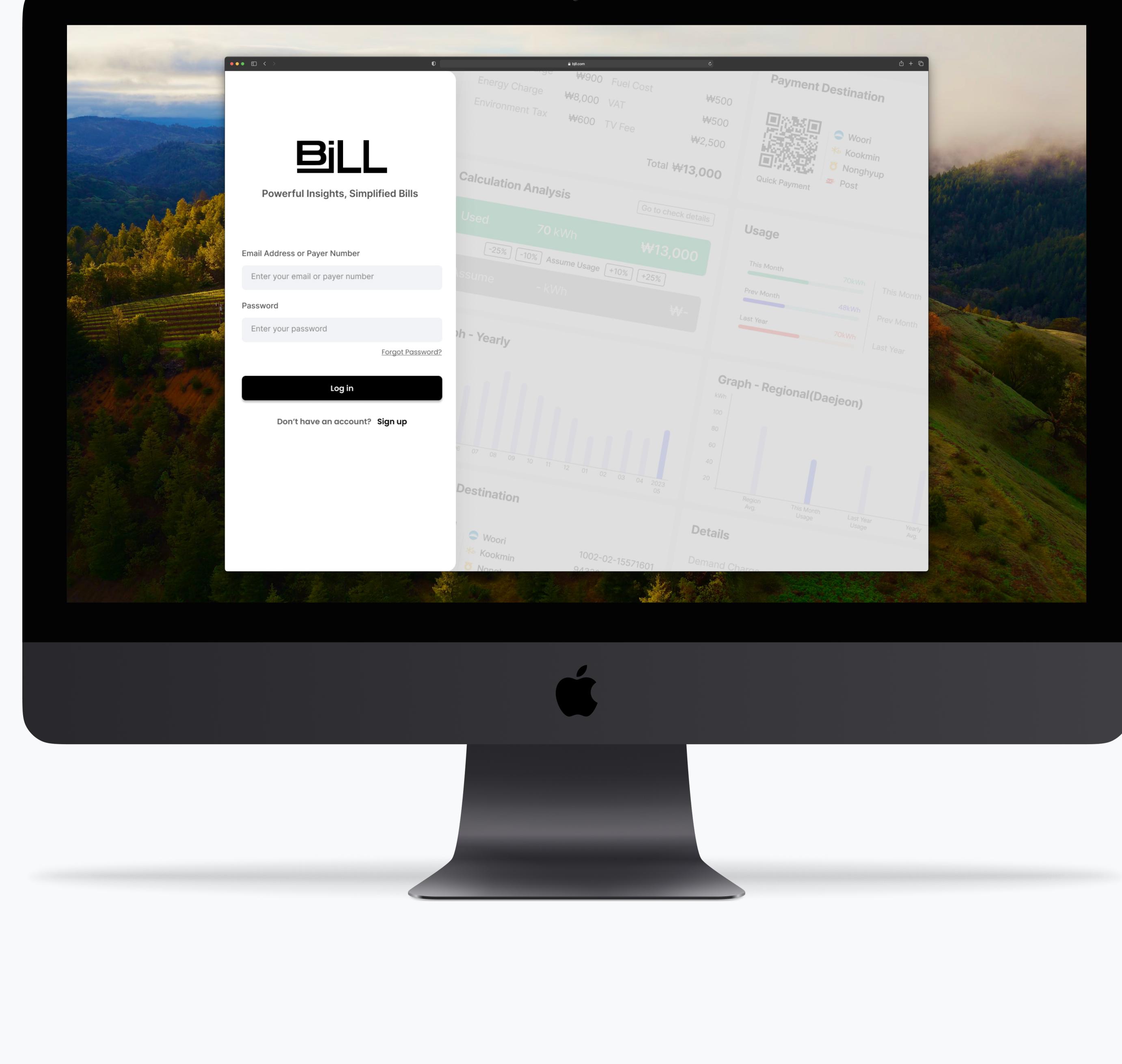
Design 01

Redesign Bill Experience

Design Project in Introduction to HCI.

- Needfinding
- Ideation
- Lo-fi Prototyping
- Usability Testing

Figma / UX



[link](#)

POV

People who get paper bills

Need pay on time without spending too much time on reviewing details

Because delaying payments often leads to forgetfulness.

Persona [link](#)

Motivations : Sees her electricity bill sticking out of the mailbox.

Beliefs : Thinks that her bills are always correct

Preferences :

Prefers to pay when she can afford the payments.

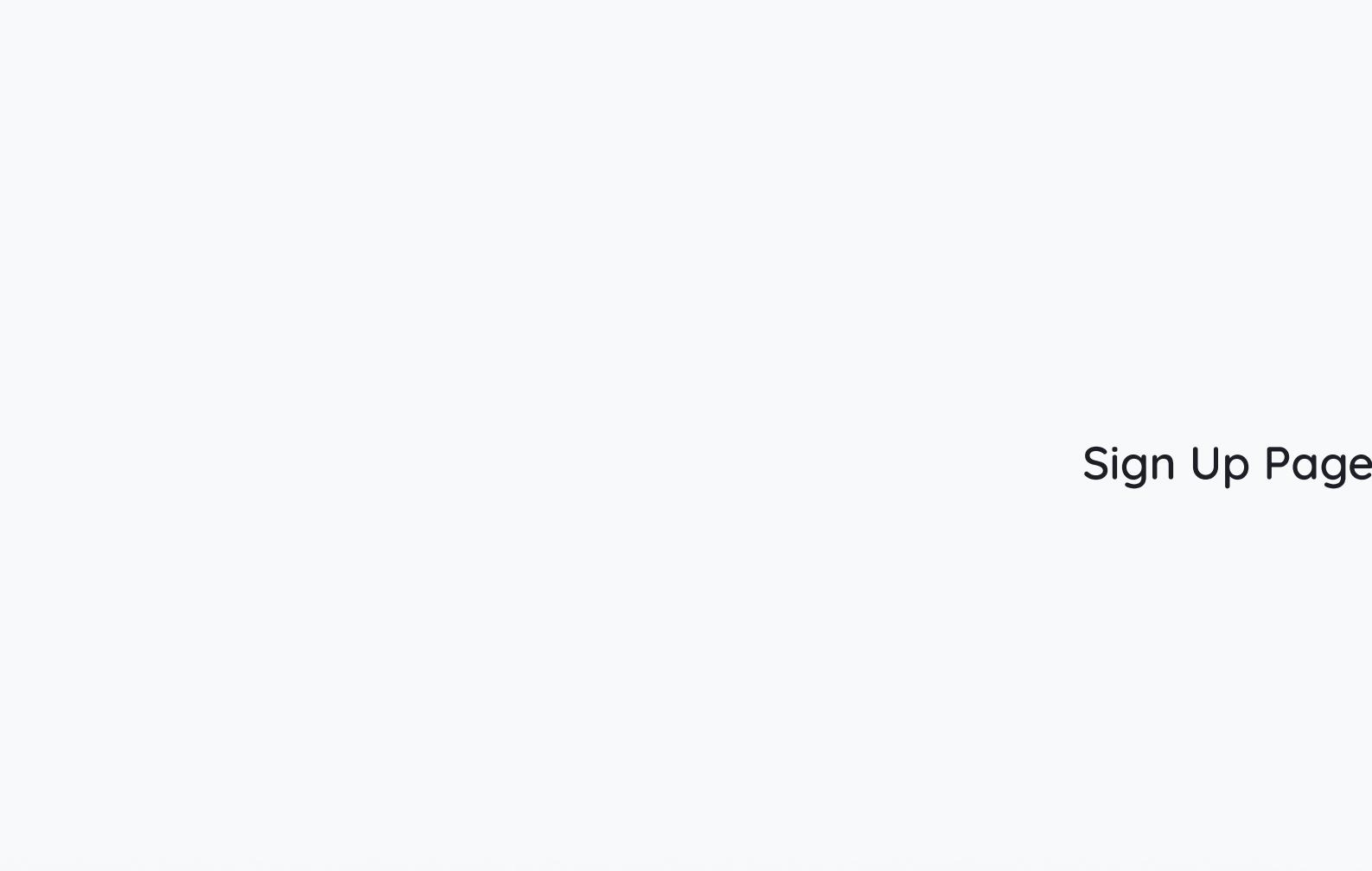
Prefers to leave the paper bills on a visible place.

Prefers account transfer.

Goal : Pay for the bills on time and have enough money until her next payday.

Redesign Bill Experience

POV & Persona



Sign Up Page

The Sign Up Page consists of two main components: a main sign-up form and a modal window. The main form requires users to enter their email address, payer number, password, and confirm password. A password verification field is present below the password input. The modal window provides instructions on how to find a payer number by scanning a QR code on a bill, showing a screenshot of a bill with a QR code and a red arrow pointing to it.

Main Dashboard

The Main Dashboard displays monthly usage statistics (e.g., ₩10,330, 48 kWh) and regional graphs. It features a navigation sidebar with 'Main', 'Prediction', and 'Analysis' options, and a 'Log out' button. Callouts point to the 'GNB' icon, 'Change Month' button, 'Go to Log In Page' link, and 'Log out' button.

Edit Dashboard

The Edit Dashboard modal allows users to edit the dashboard content. It features a sidebar with 'Main', 'Prediction', and 'Analysis' options, and a 'Log out' button. Callouts point to the 'Dashboard-like Modal' icon, 'Close without Saving' button, 'Save Changes' button, and 'Save and Close' button.

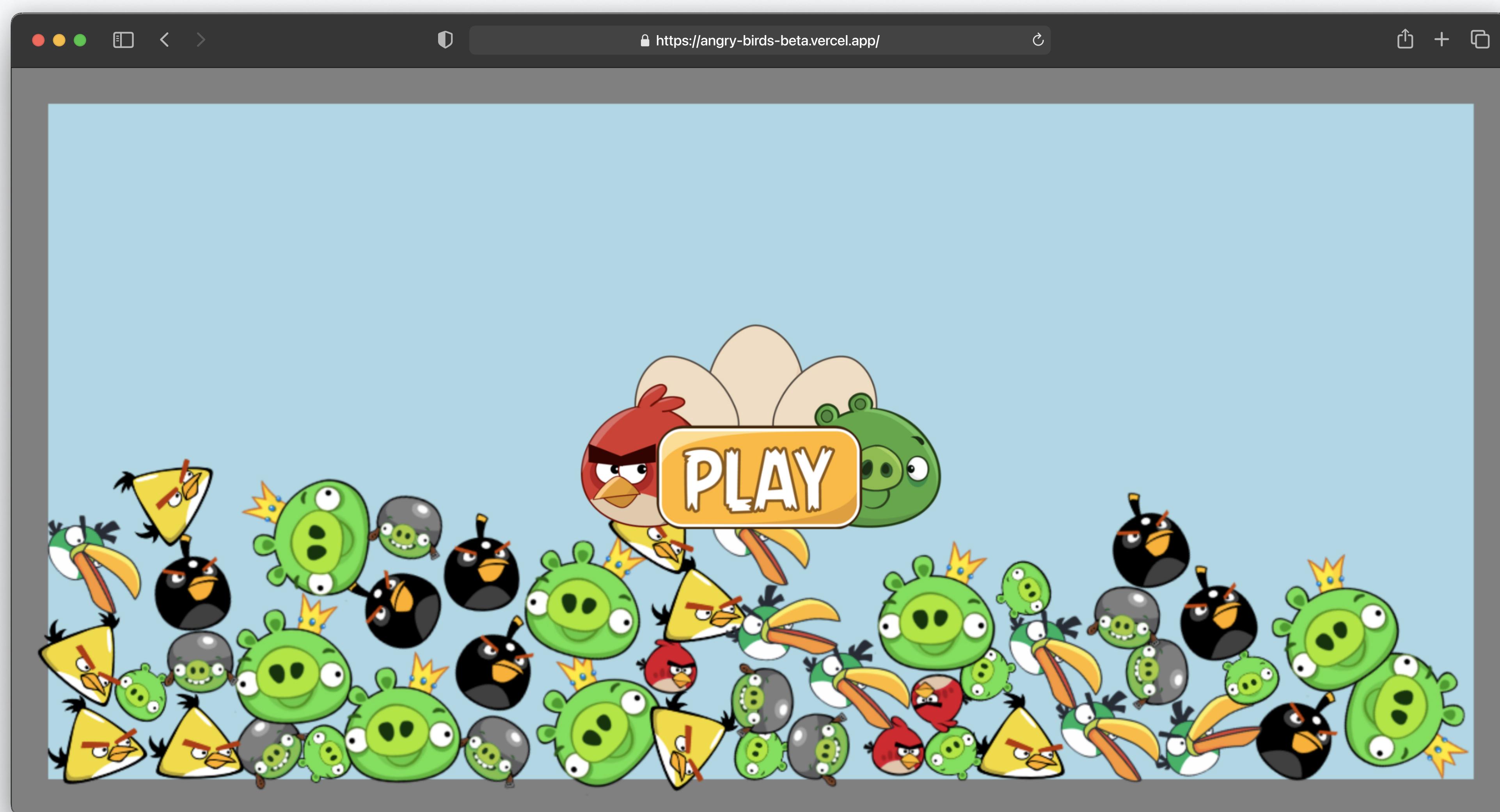
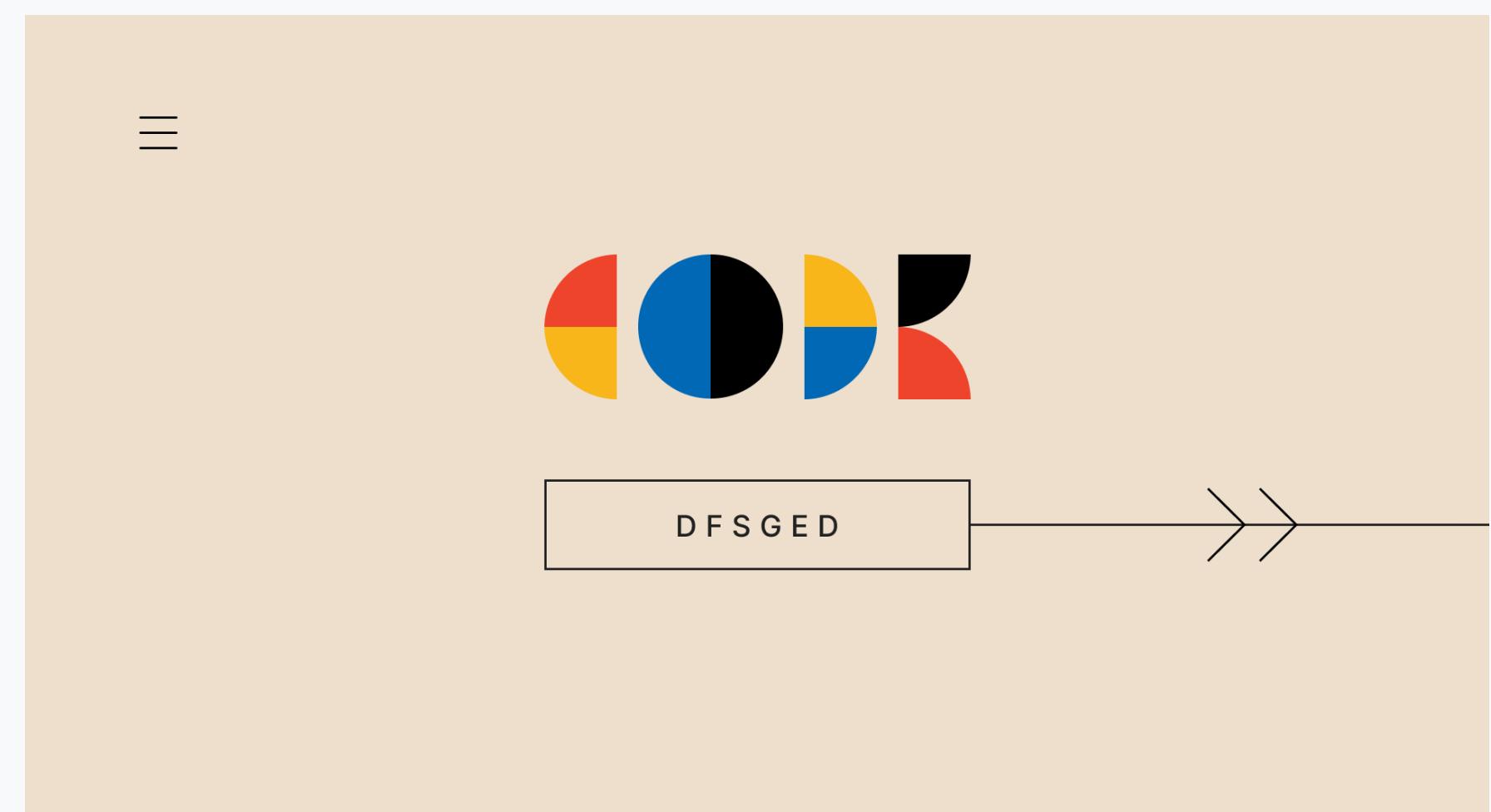
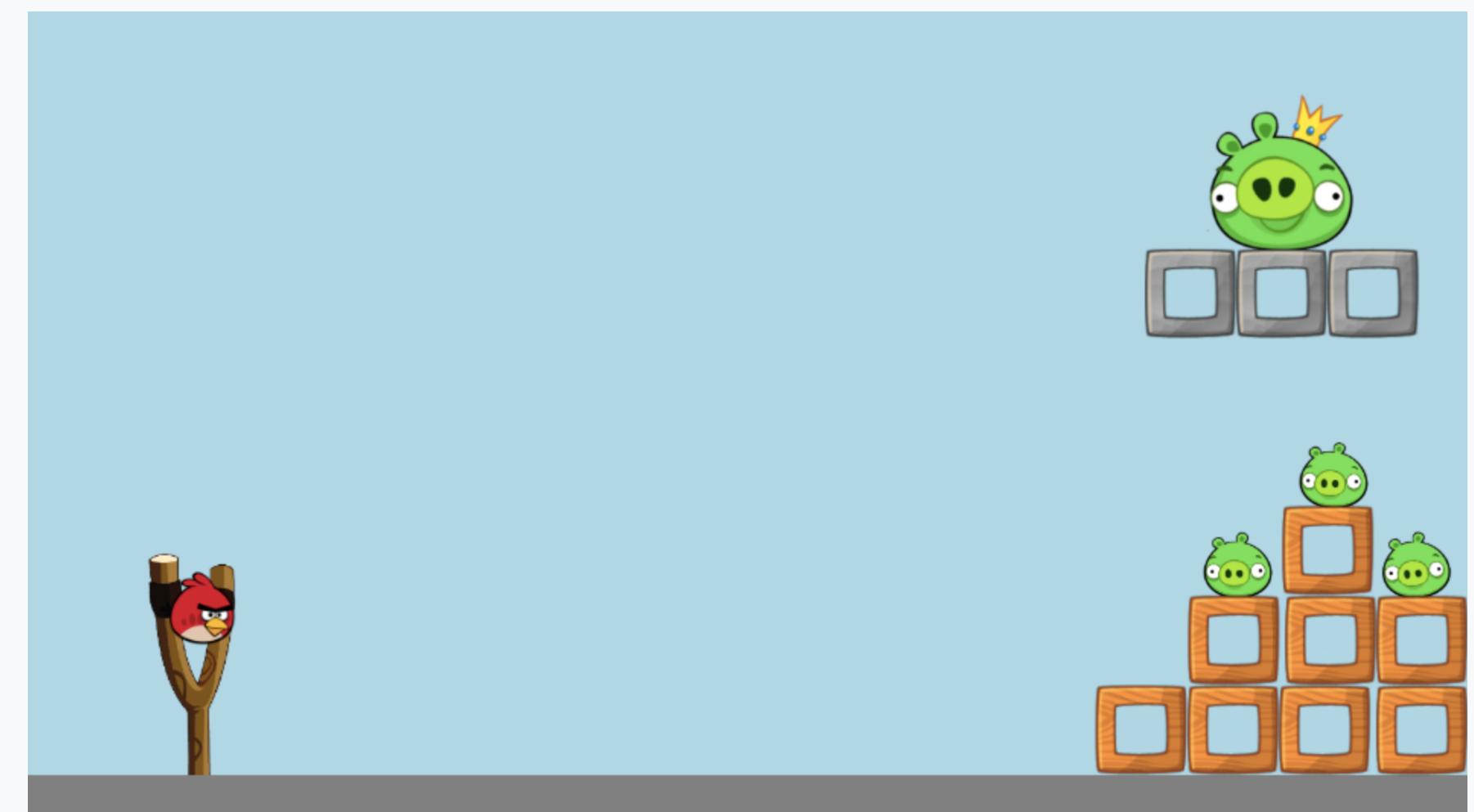
Design 02

Software Prototyping

Design & Dev Project in Software Prototyping.

- Game Project
- Web Development Project

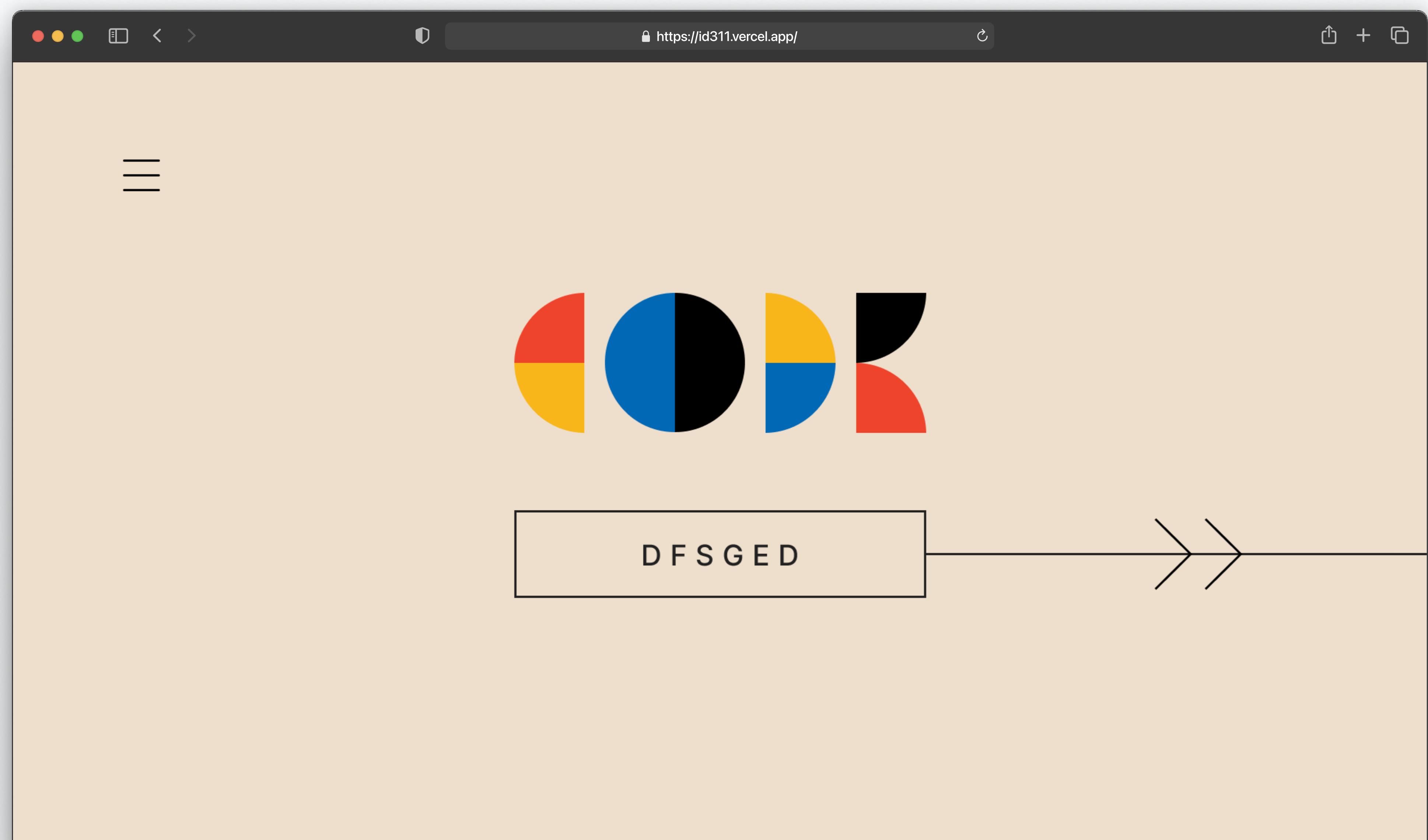
Figma / JavaScript



Game Project

[GitHub link](#)

Web Project
[GitHub link](#)



Design 03

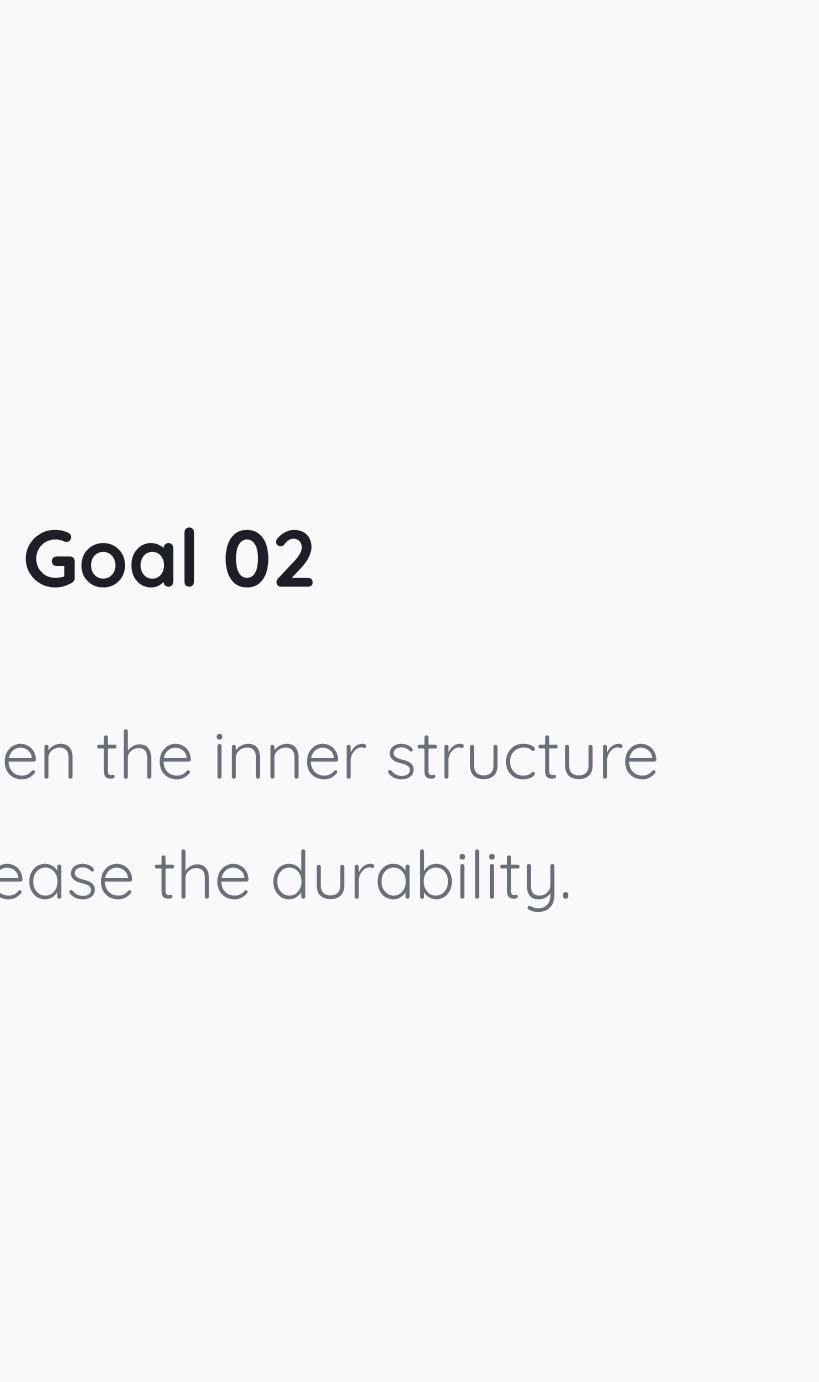
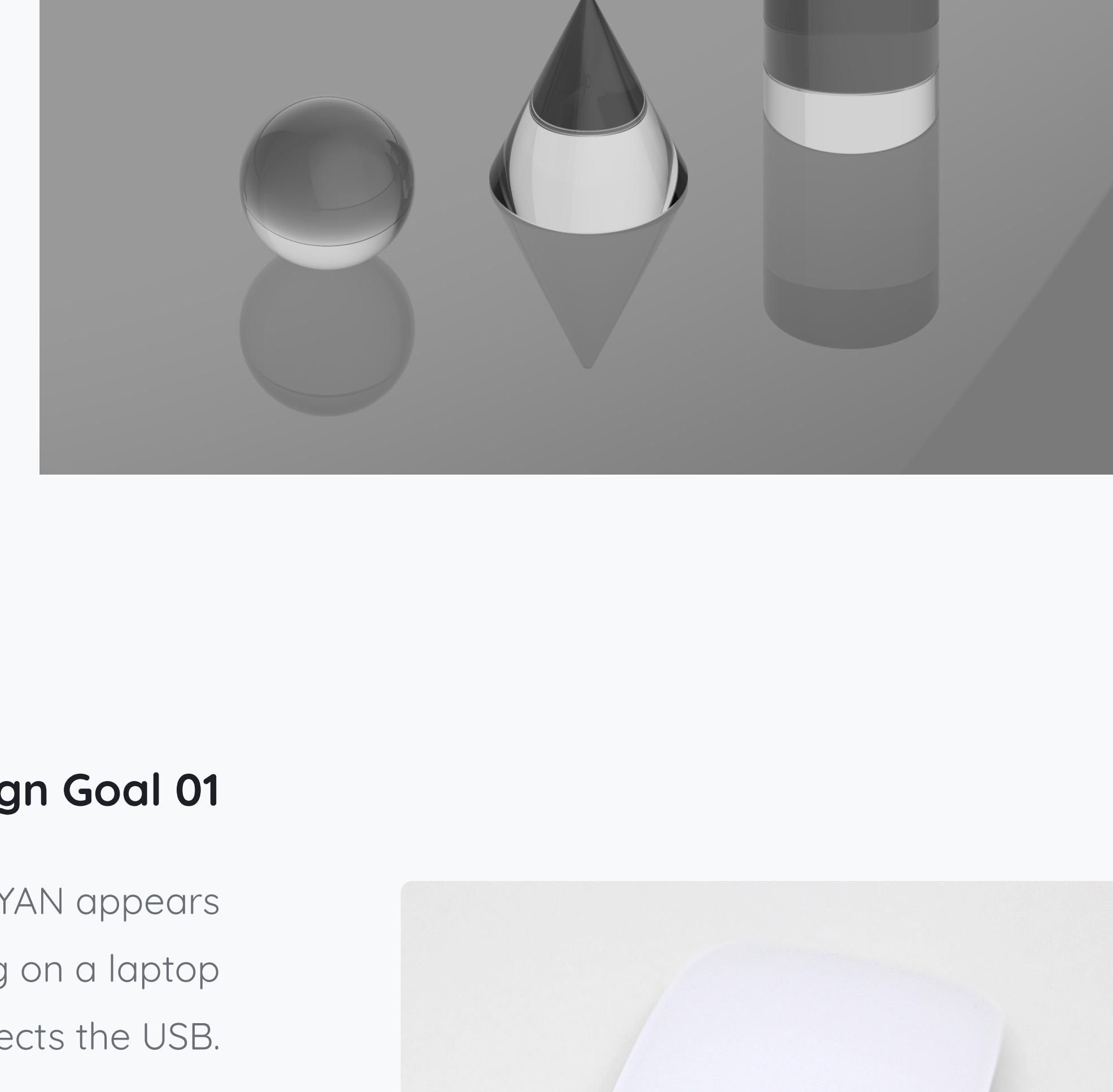
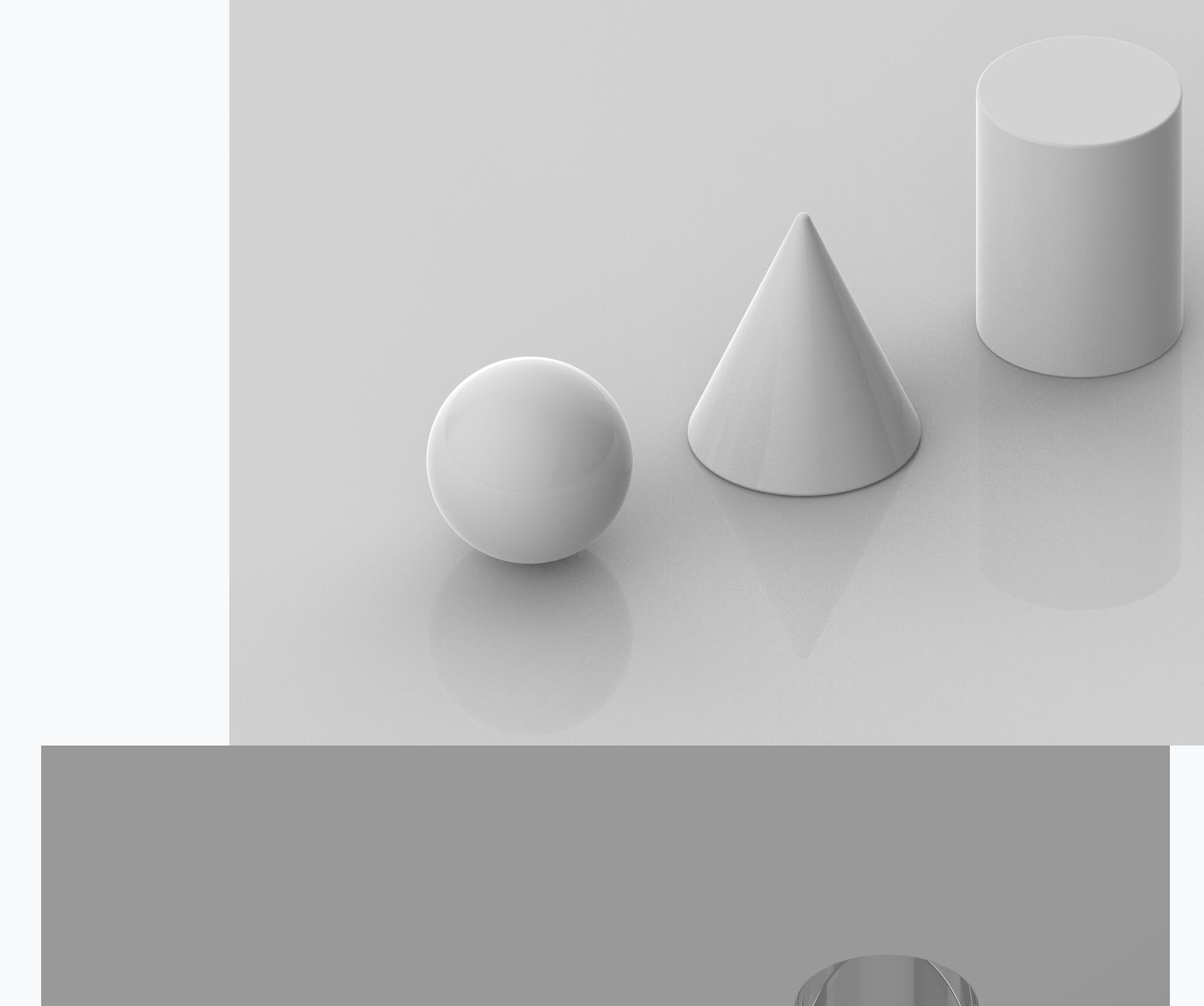
3D Modeling & Rendering

Design Project in Computer-Aided Design.

- USB Project
- 3D Rendering Project

Fusion360 / KeyShot

[link](#)



Design Goal 01

Make RYAN appears
as if he is sitting on a laptop
when the user connects the USB.



Design Goal 02

Strengthen the inner structure
and increase the durability.

Studio Rendering

USB Project



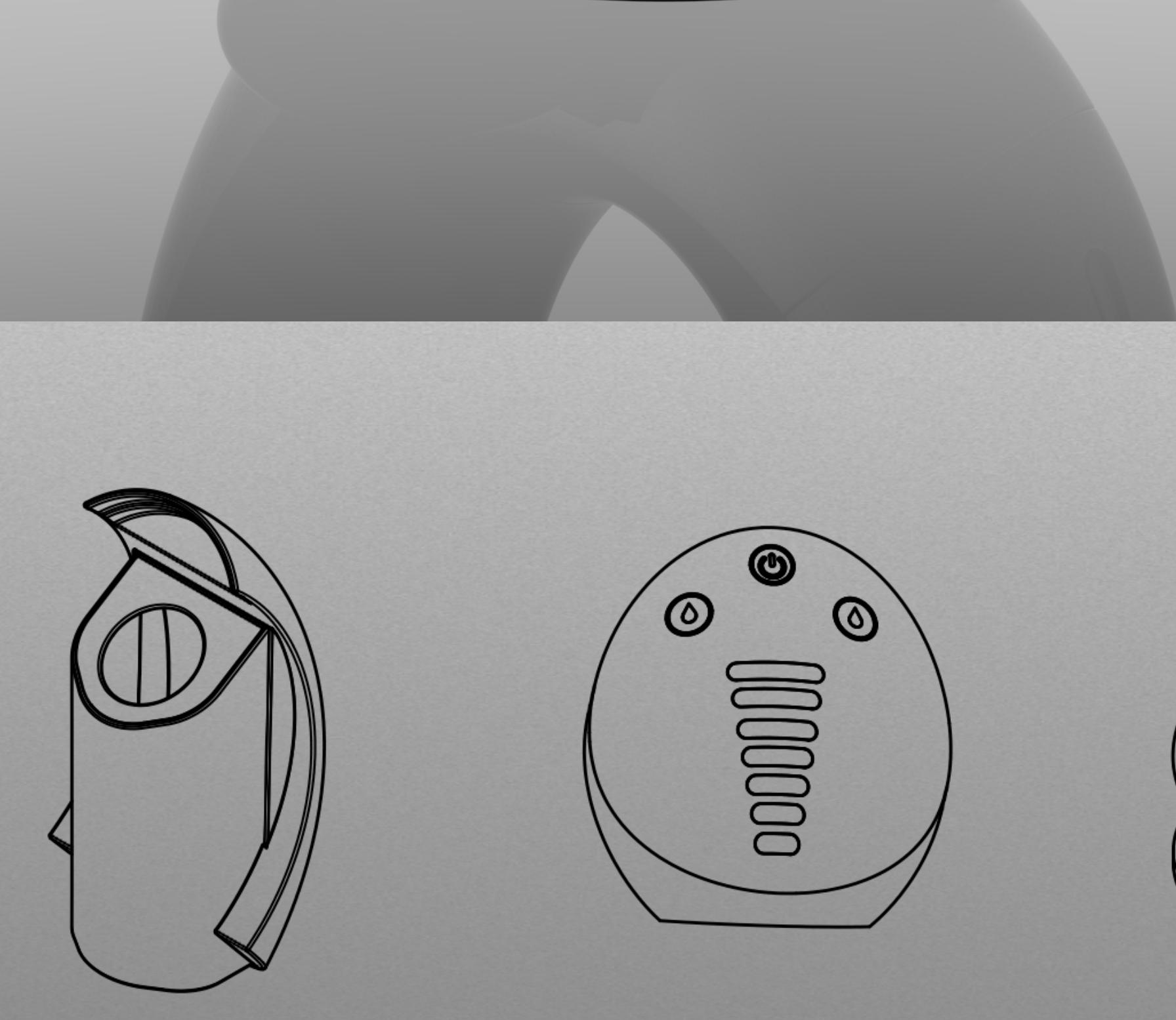
Mouckup

USB Project



Nescafe Dolce Gusto

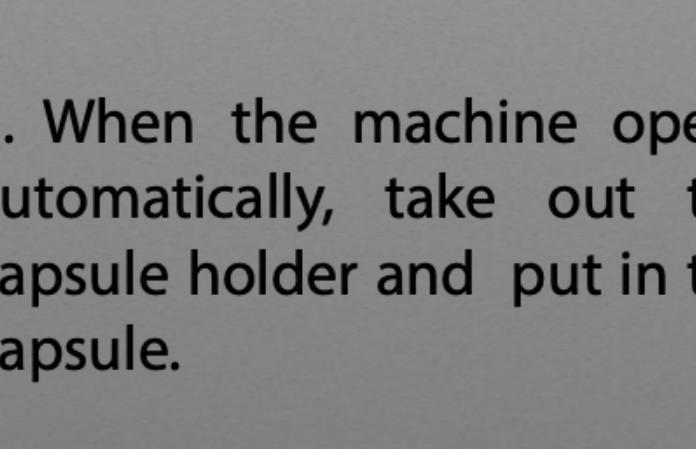
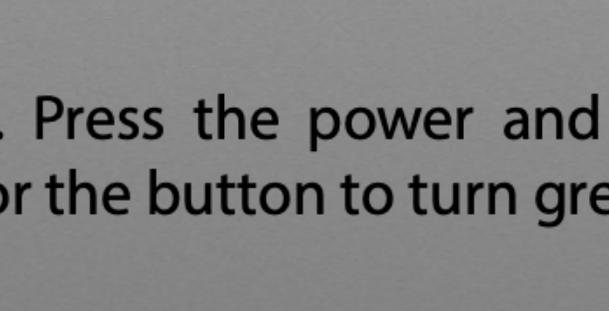
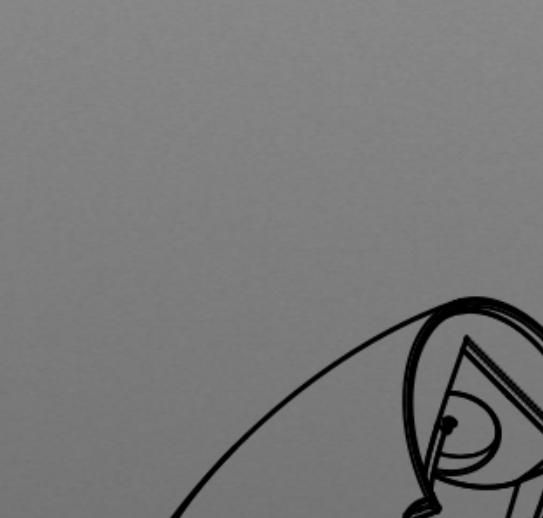
- Manual -



1. Fill the bottle with water.

2. Press the power and wait
for the button to turn green.

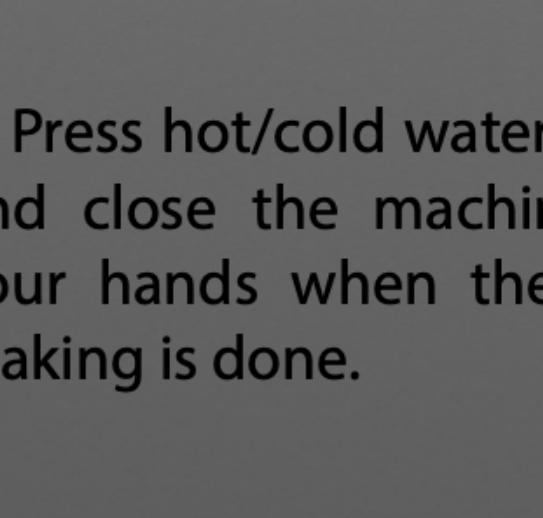
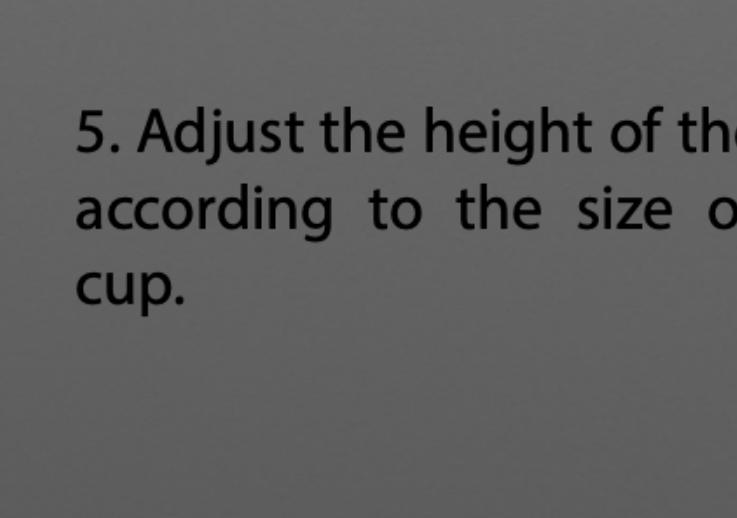
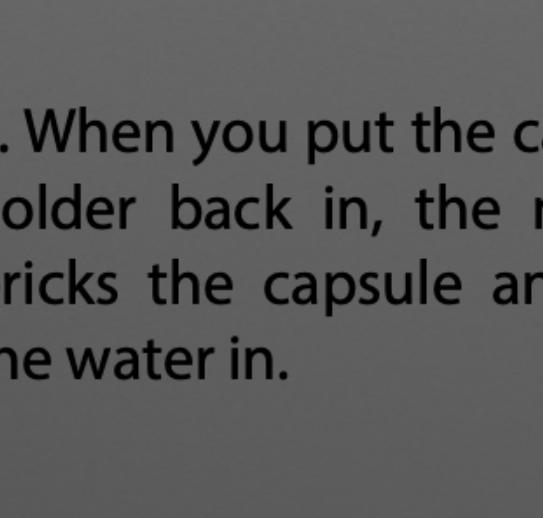
3. When the machine opens
automatically, take out the
capsule holder and put in the
capsule.



4. When you put the capsule
holder back in, the needle
pricks the capsule and lets
the water in.

5. Adjust the height of the tray
according to the size of the
cup.

6. Press hot/cold water button
and close the machine with
your hands when the coffee
making is done.



Descriptive Panel

3D Rendering Project