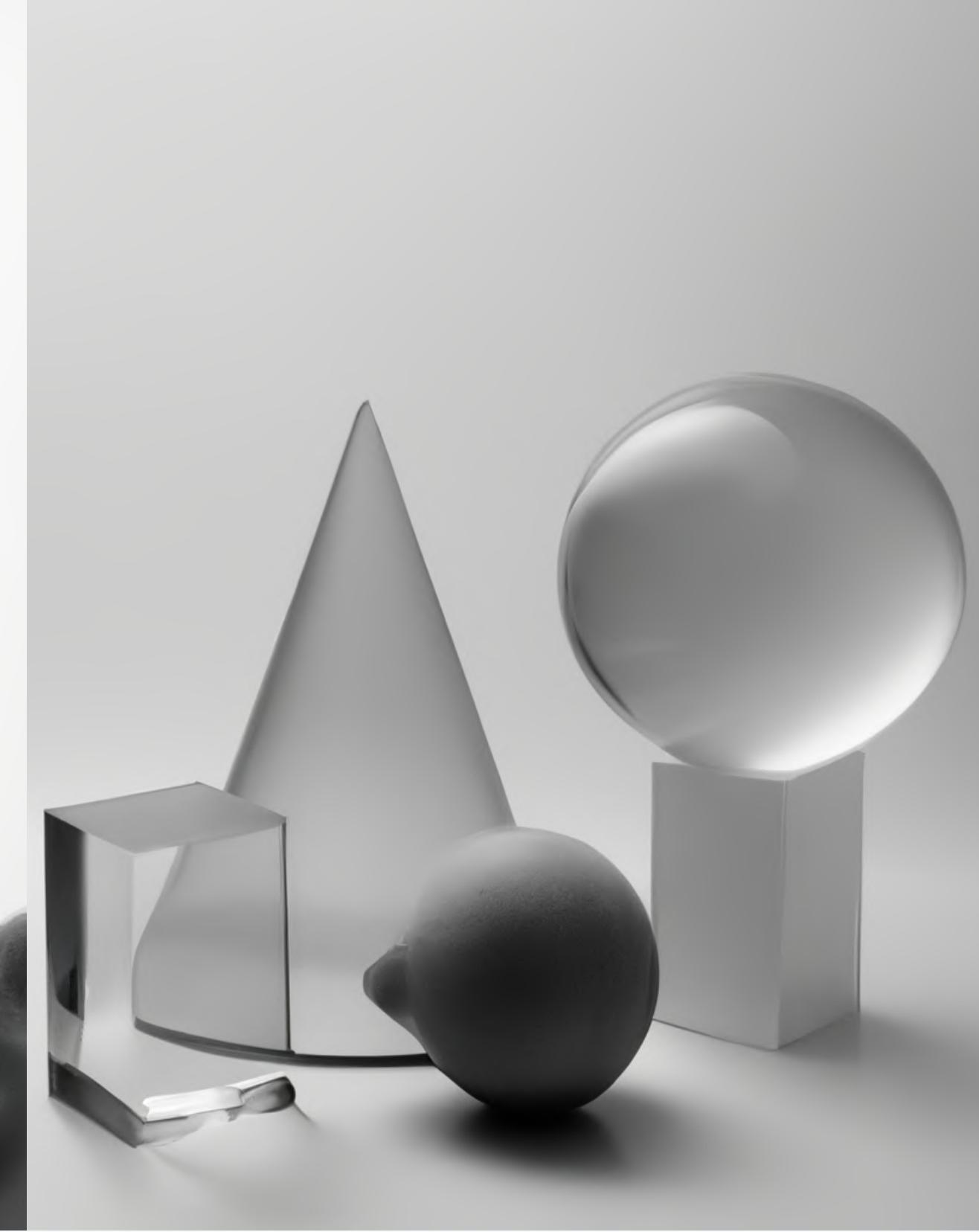




# Yumin Jung

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





## 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](#)

## Redesign Bill Experience

POV & Persona

### 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

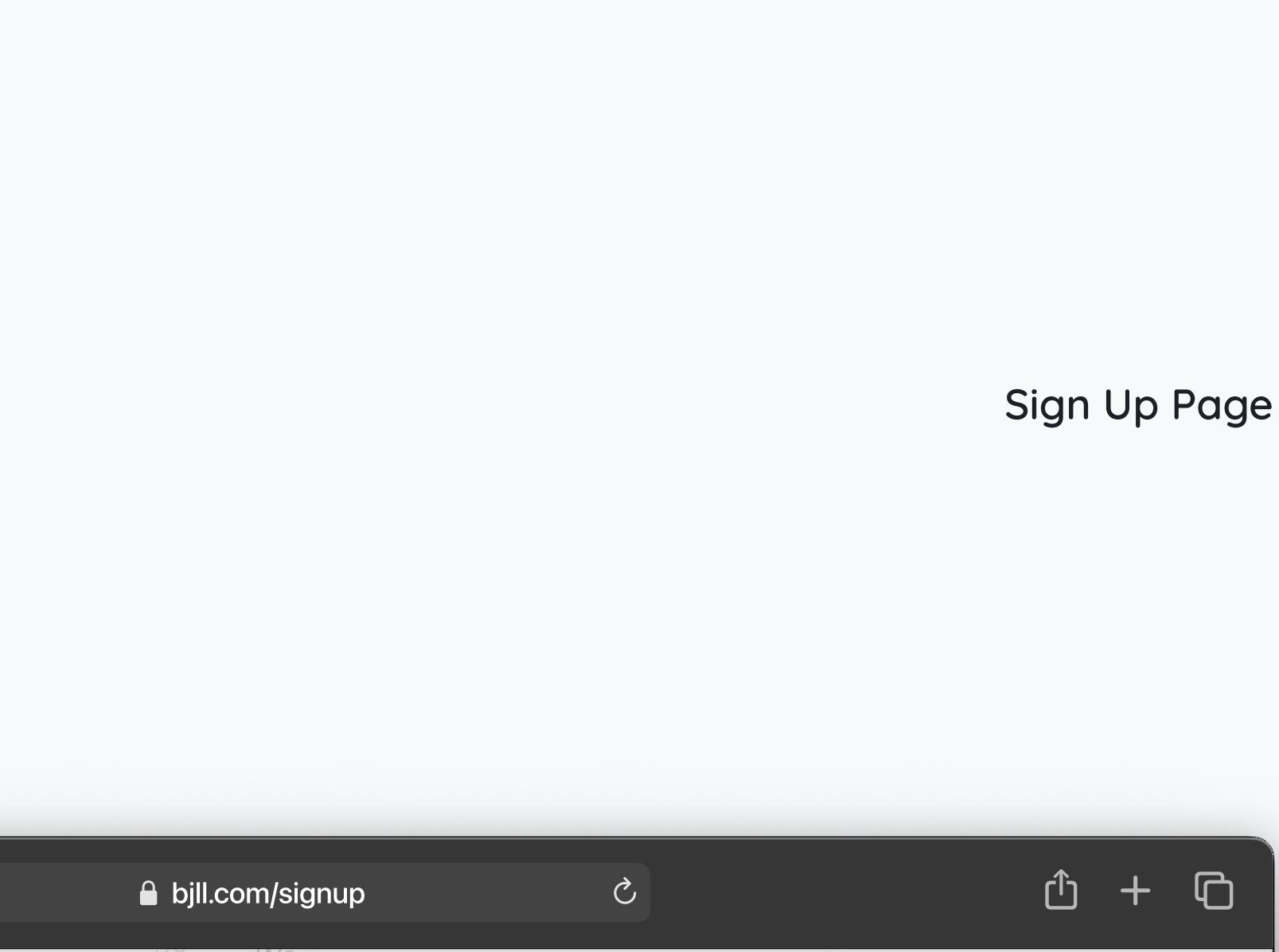
**Preferences** :

Prefers to pay when she can afford the payments.

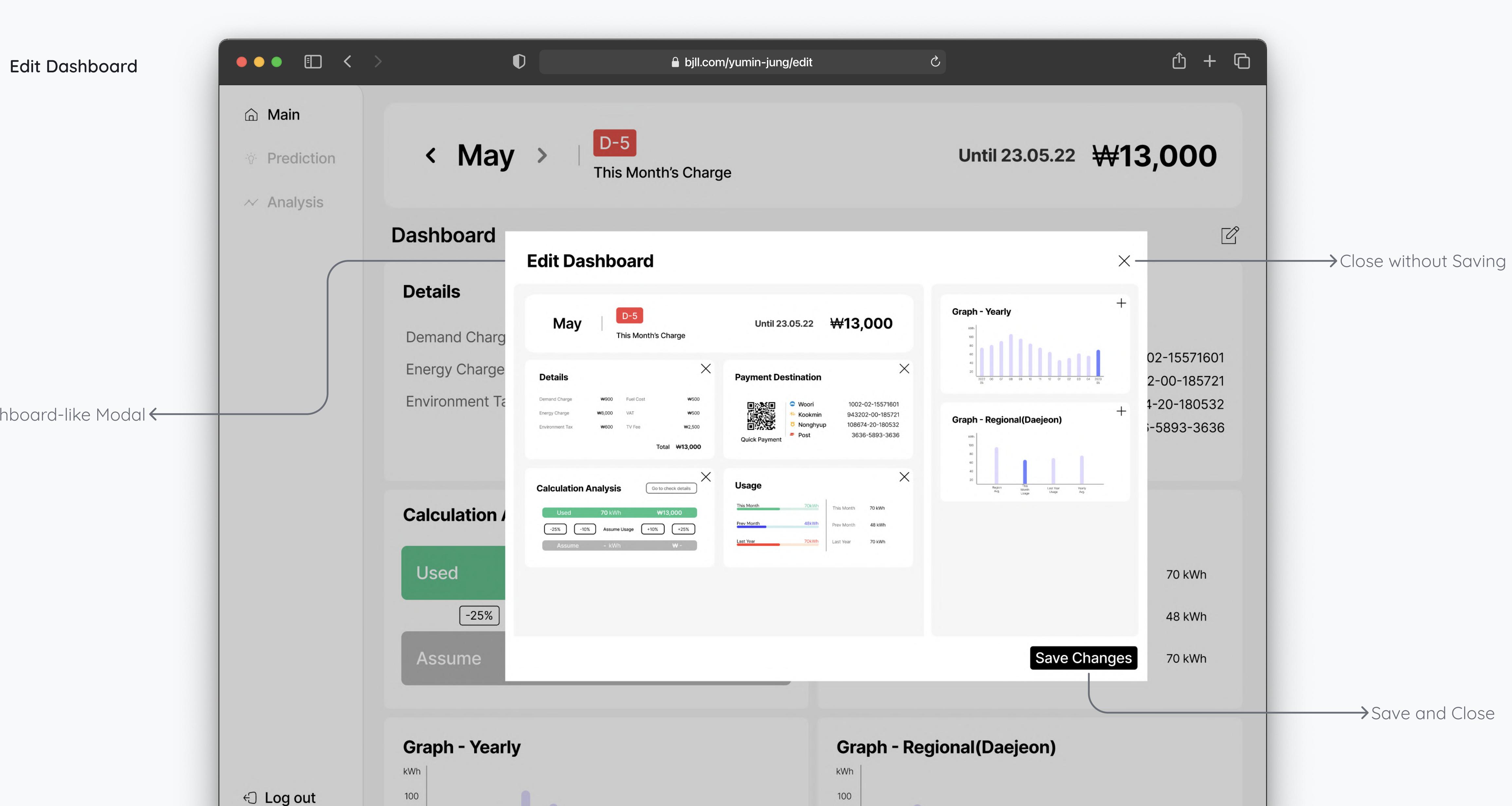
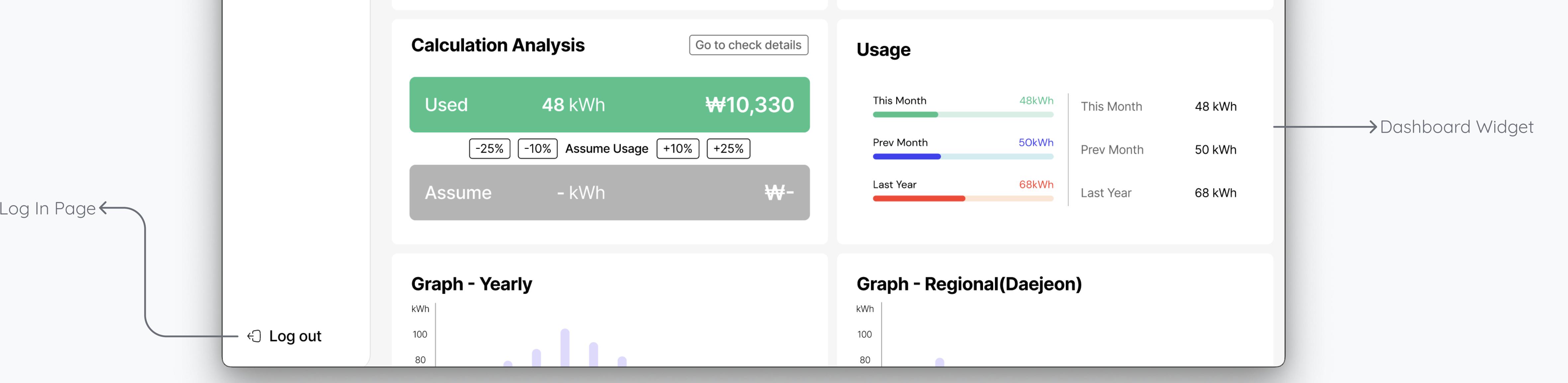
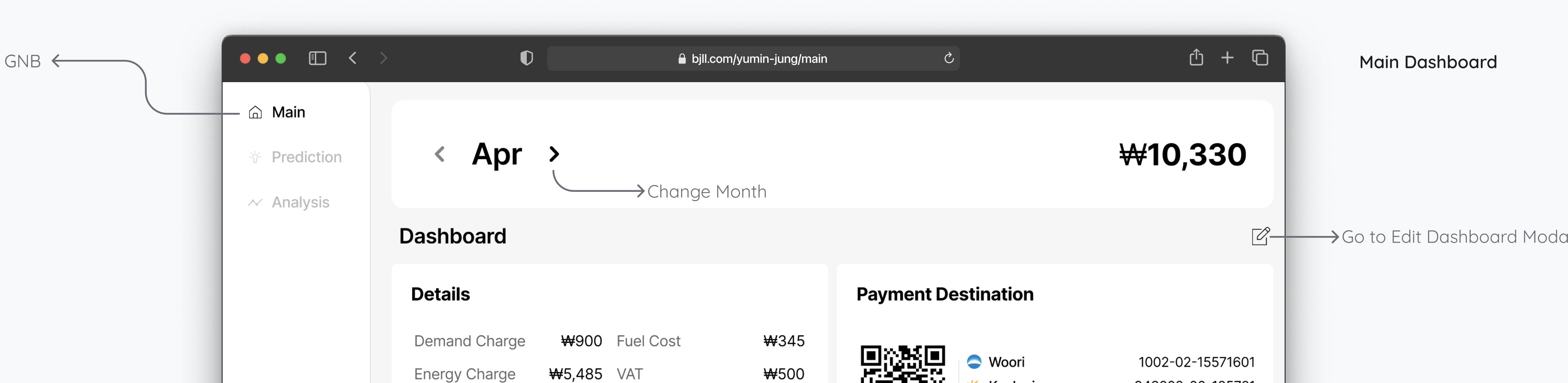
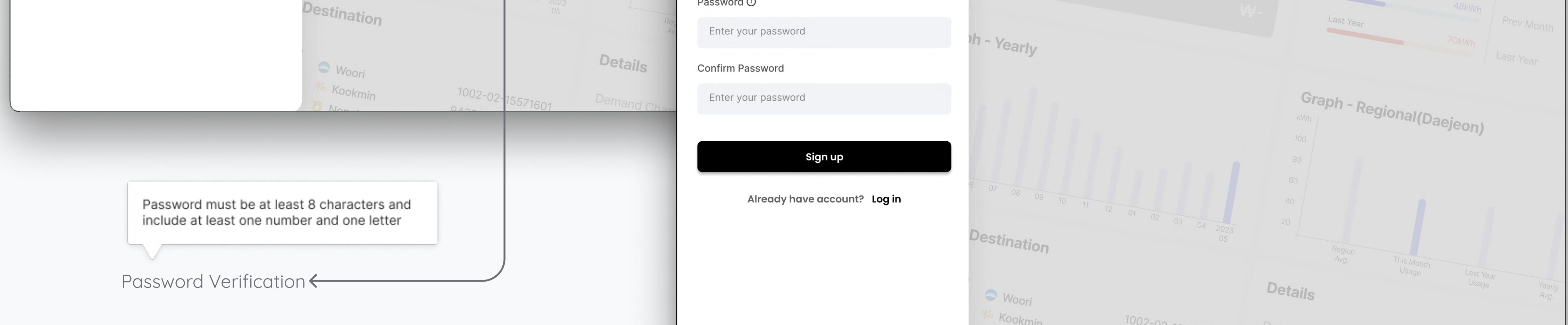
Prefers to leave the paper bills on a visible place.

Prefers account transfer.

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



## Sign Up Page



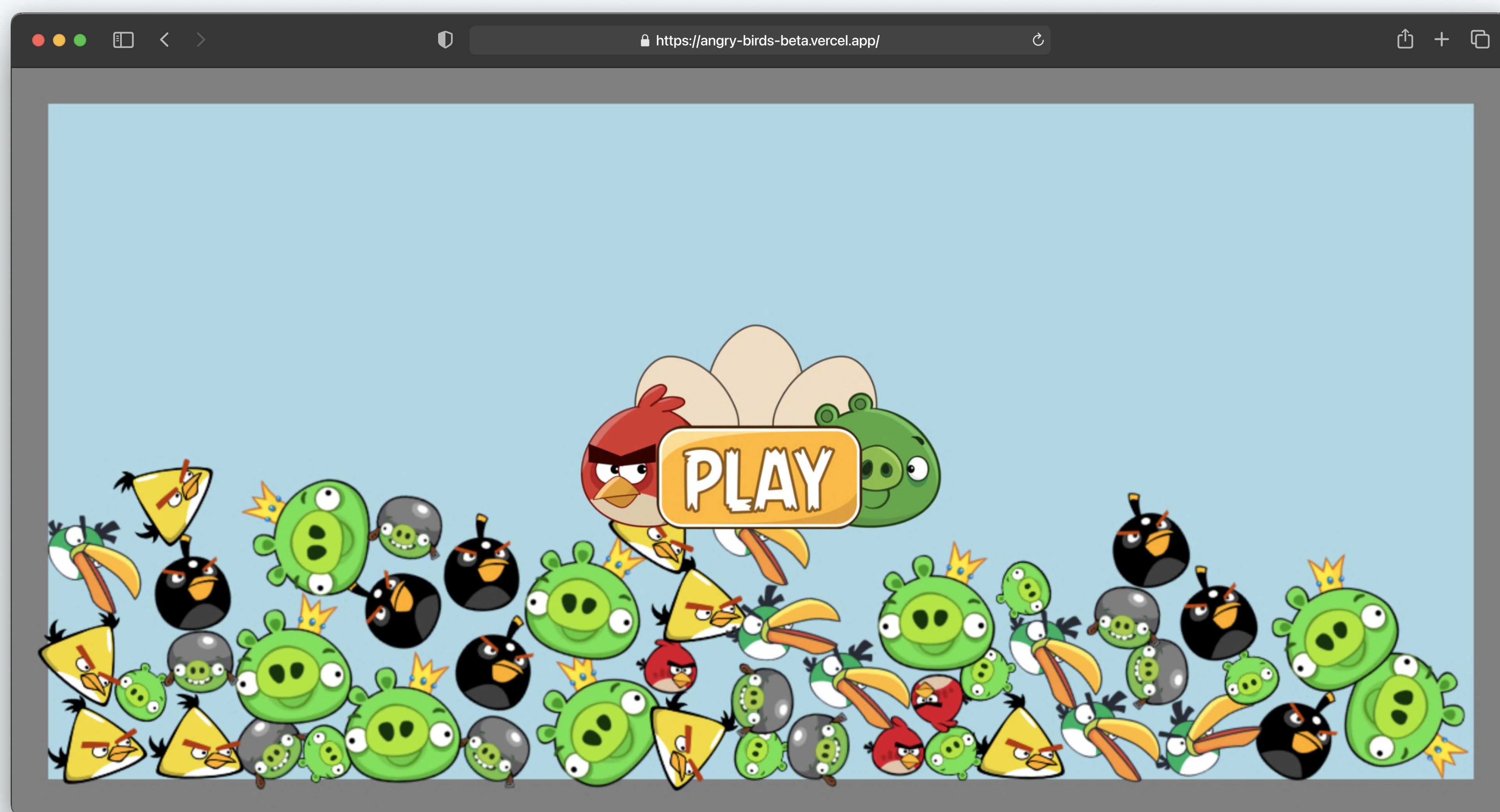
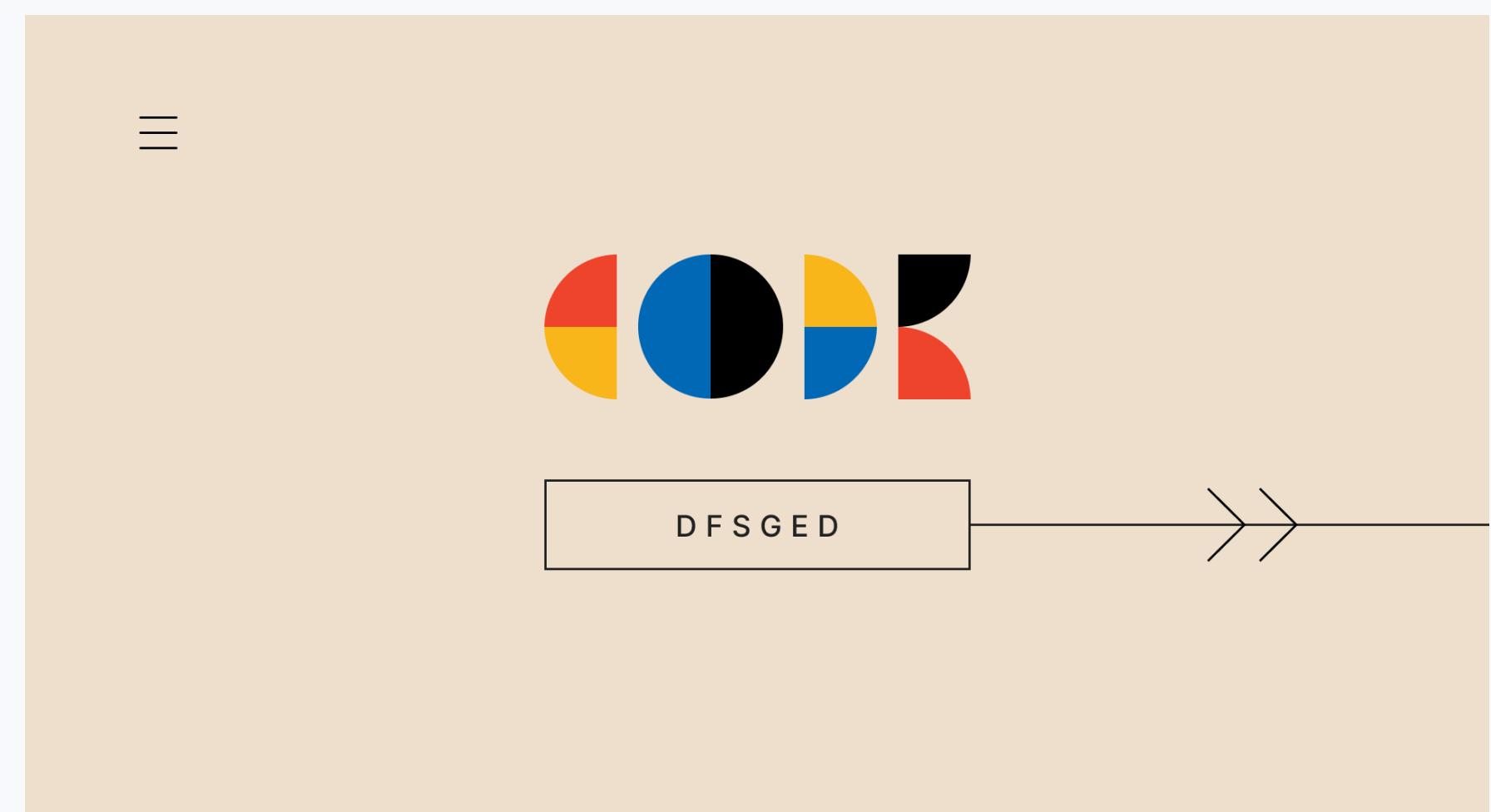
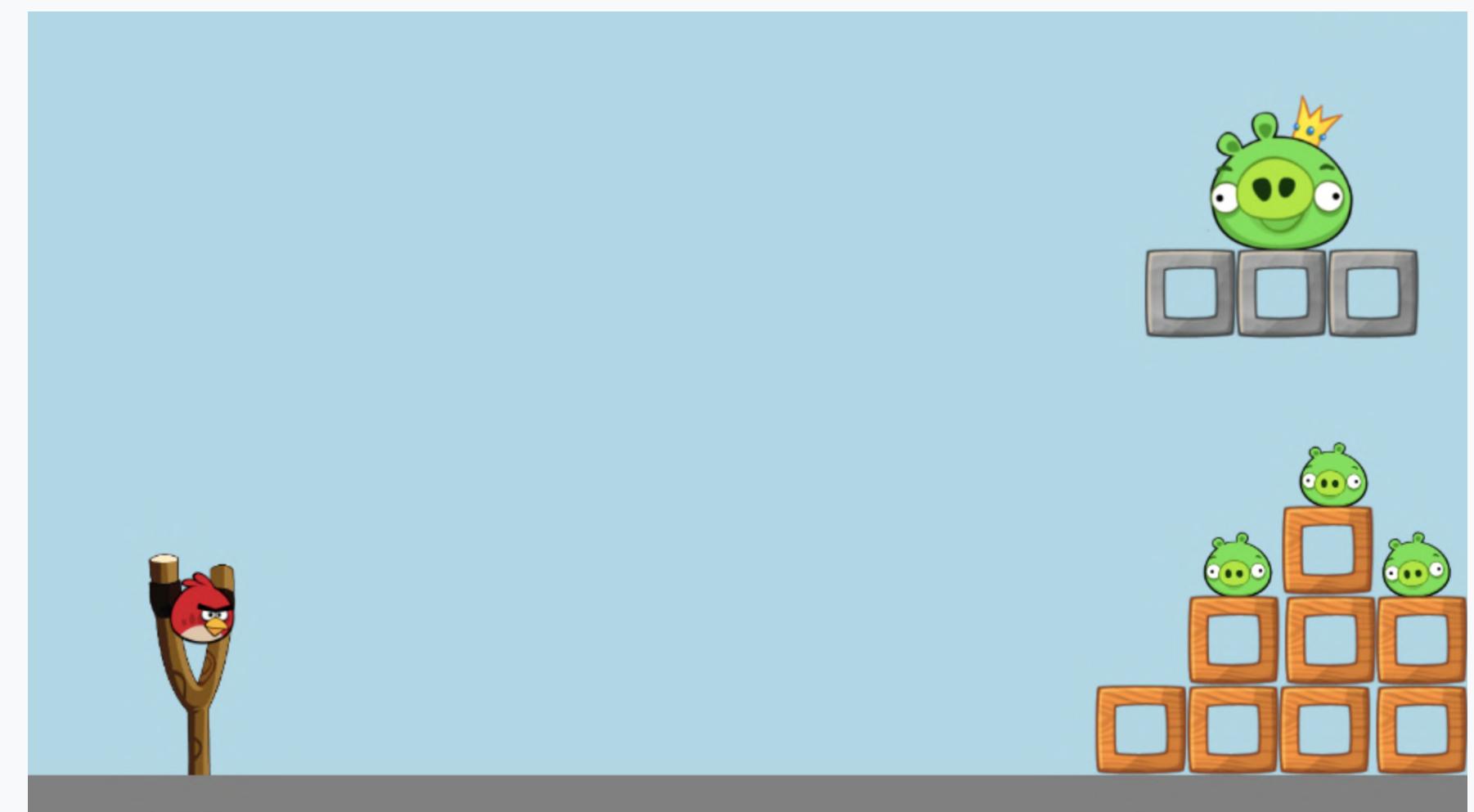
Design 02

# Software Prototyping

Design & Dev Project in Software Prototyping.

- Game Project
- Web Development Project

Figma / JavaScript

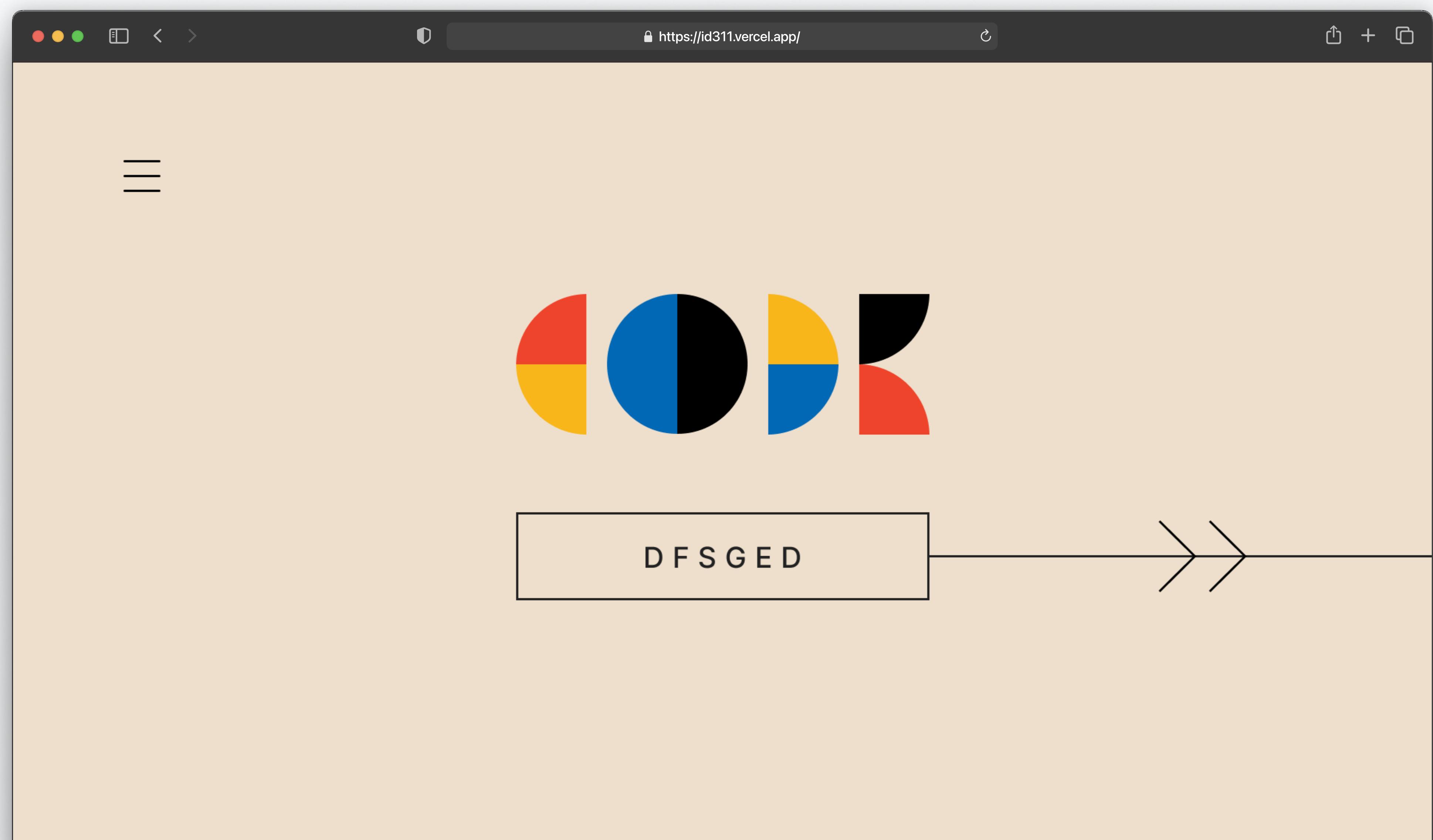


Game Project

[GitHub link](#)

Web Project

[GitHub link](#)



Design 03

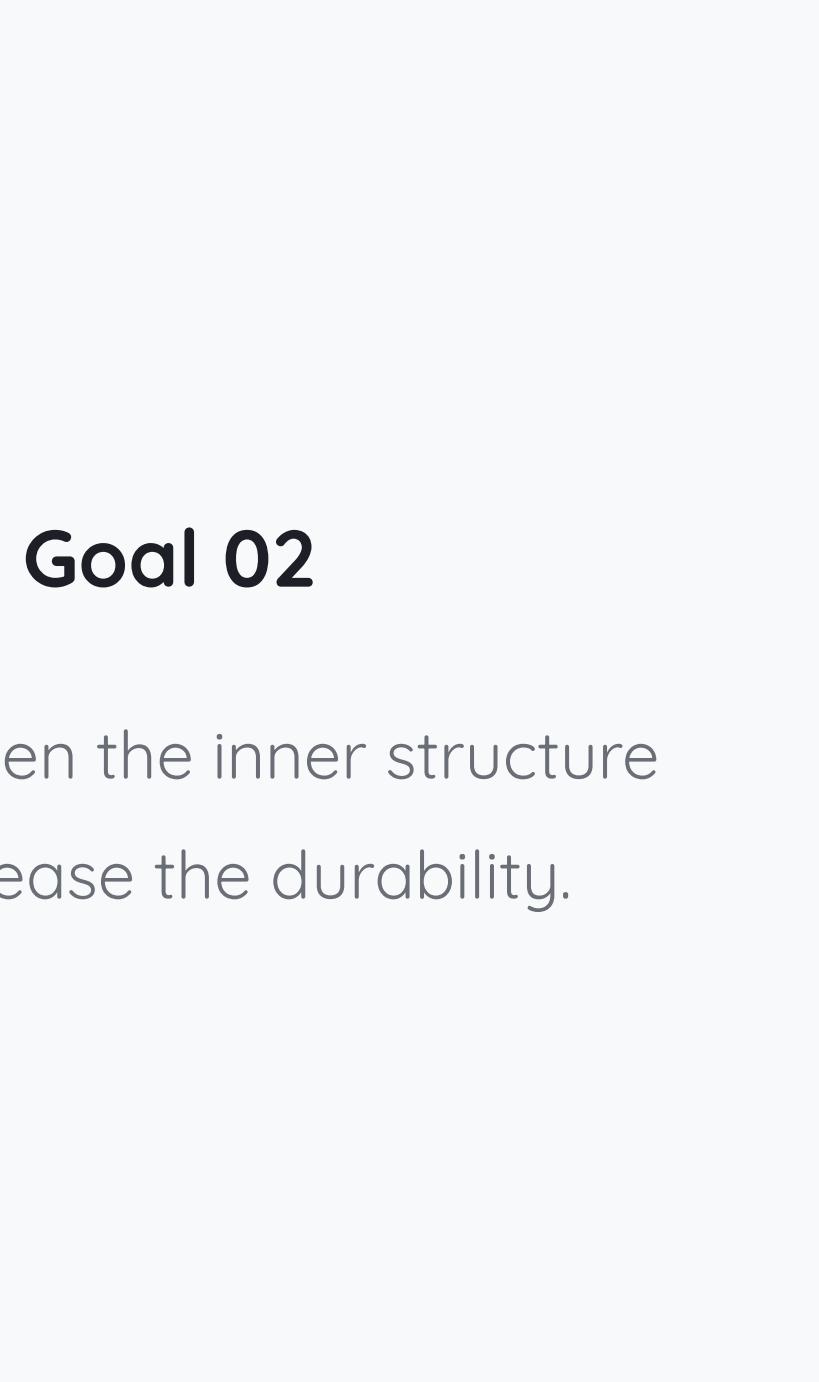
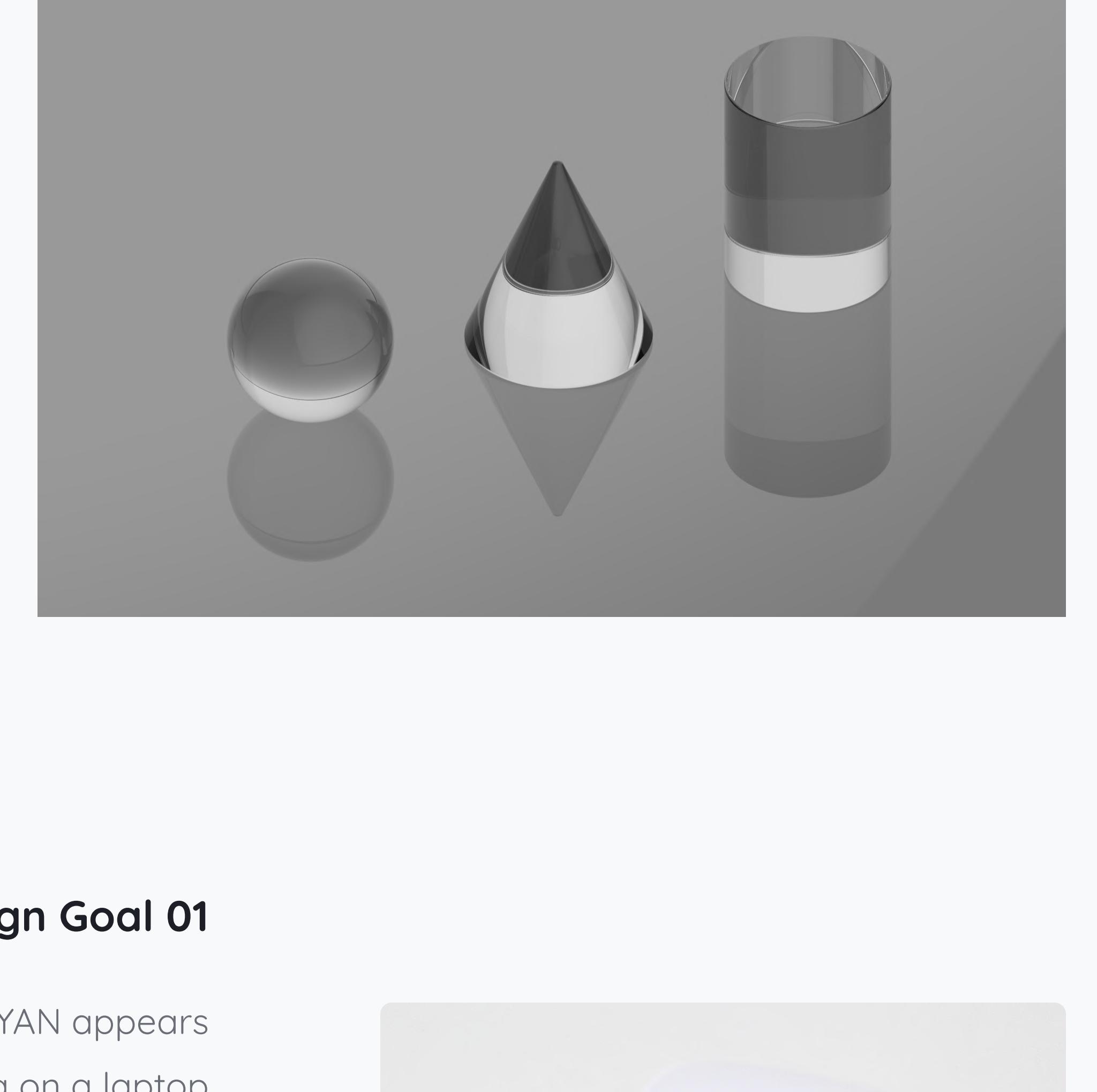
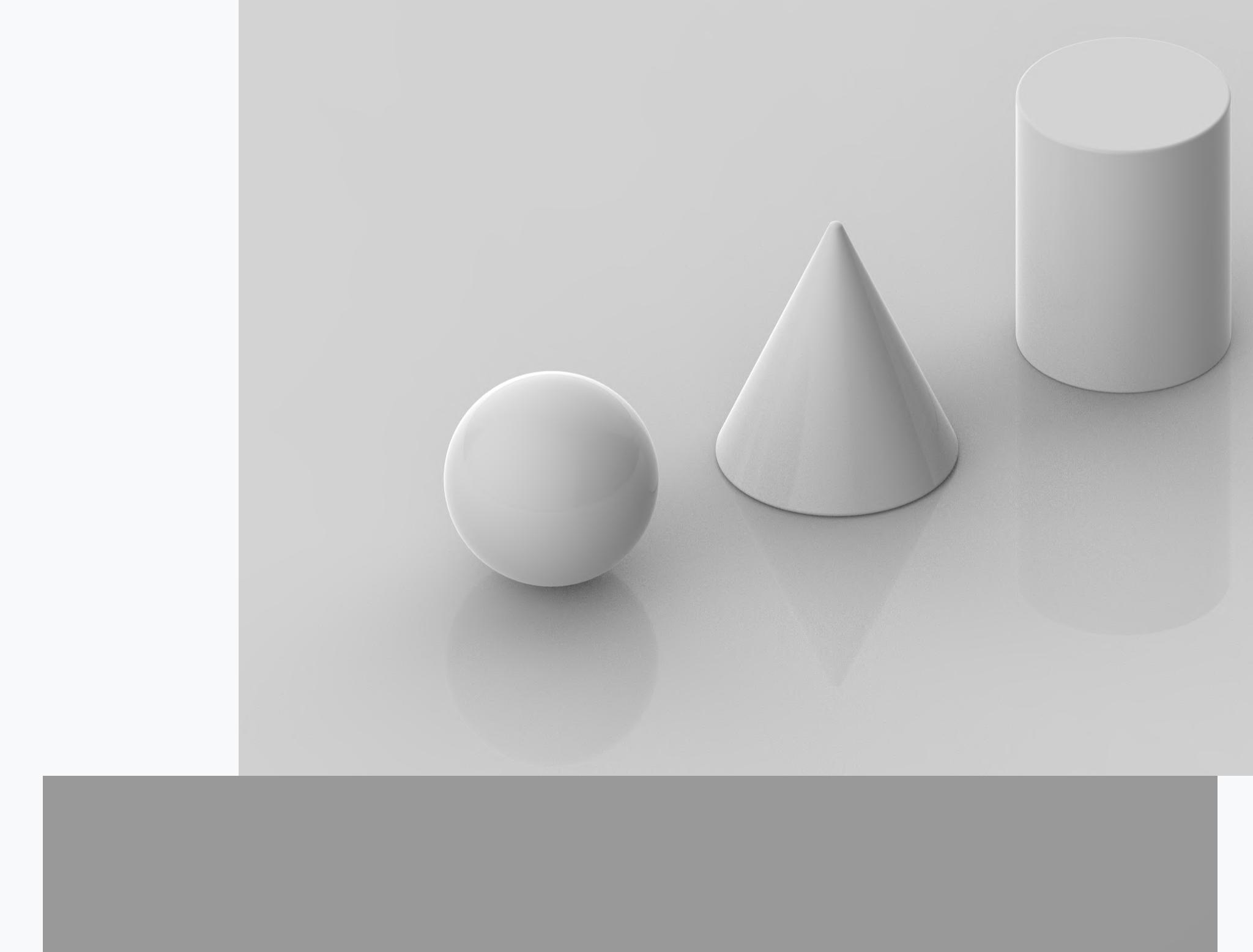
## 3D Modeling & Rendering

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



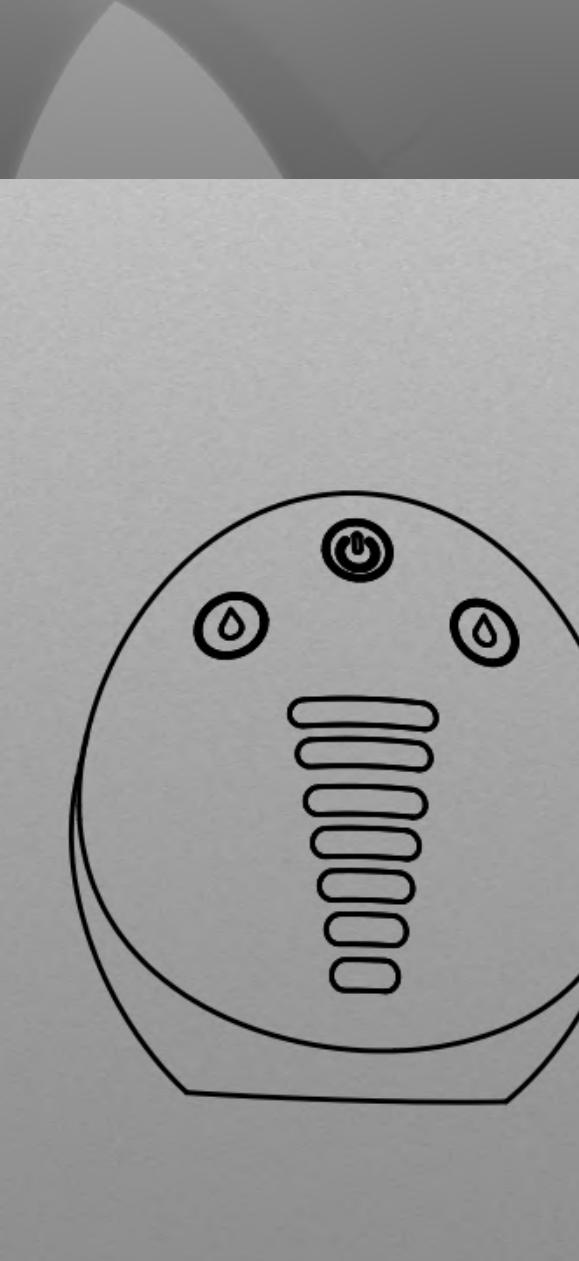
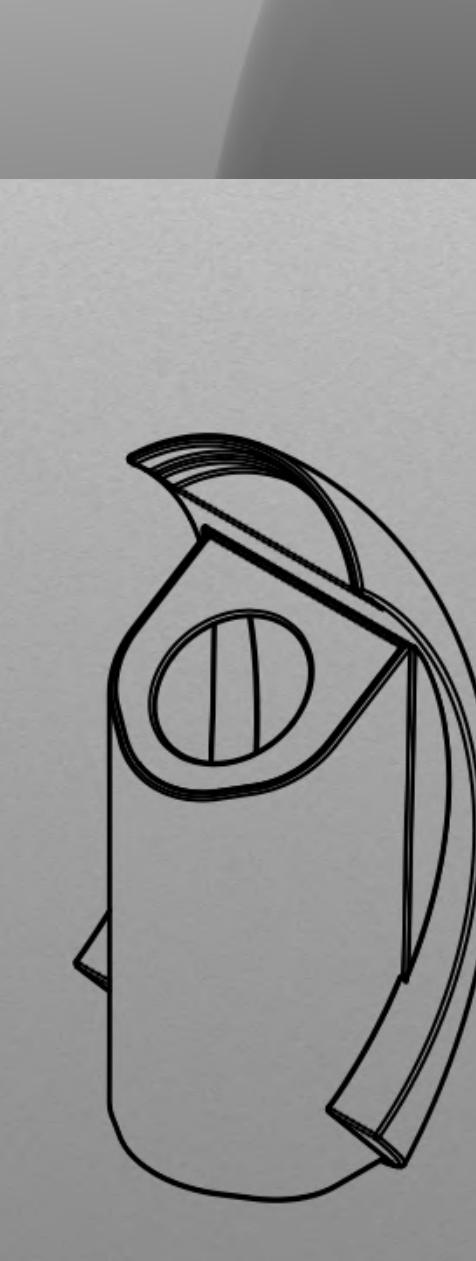
### Mouckup

USB Project



### Nescafe Dolce Gusto

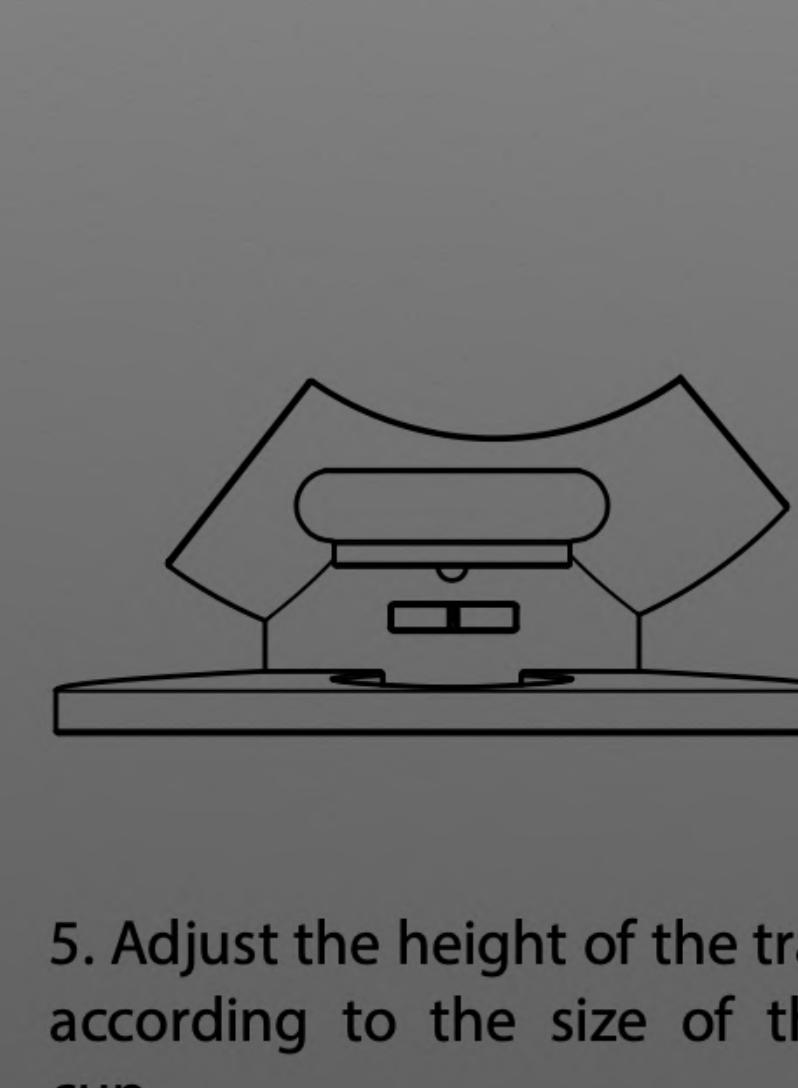
- Manual -



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