YUMIN JUNG

UX Engineer

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SUMMARY

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

SKILLS

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

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

PROJECTS

3/2023 – 6/2023   **Redesign Bill Experience**
CS374 Introduction to HCI   **GitHub link**

- After identifying user needs through user interviews, we established our POV and Persona to brainstorm solutions that could address user needs (Needfinding and Ideation).
- In addition, after creating a lo-fi prototype of an online electricity bill payment program, we repeated the process of finding bugs in the prototype through usability testing and resolving them.
- I used Figma to create the login, signup, and main pages for the prototype.
- We received the "Most Human-centered Award".

```
UX  /  UI  /  Figma
```

5/2023 – 6/2023   **Development of collaboration tools for KAIST students**
CS350 Introduction to Software Engineering   **GitHub link**

- We communicated with the customer by referring to the Software Requirements Specification (SRS) document and developed a program tailored to the customer's needs.
- During the program development process, I led collaboration among team members, focusing on ensuring smooth communication between team members.

```
Communication  /  Next.js
```

6/2022 – 6/2022   **My Portfolio Website**
Personal Portfolio Website Development Project   **GitHub link**

- I developed a website that uses Notion-API to load project data organized in Notion 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   **GitHub link**

- I connected the frontend, backend, and database at the beginning of the project.
- I developed the sign-in and sign-up, scoreboard, and comment leaving pages on the front-end side.

```
Communication  /  Next.js  /  Node.js  /  MongoDB
```

4/2022 – 5/2022   **Game development project**
ID311 Software Prototyping   **GitHub link**

- I developed Angry-Birds by applying design patterns with JavaScript.
- I tried to use physics engines like matter.js 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**

- We developed a program that satisfies the requirements of the NAVER front-end team, such as commenting and collecting my posts.
- I developed a form for writing comments, designed the webpages related to comments, and also managed the comment-related database.

```
React  /  Storybook
```

| 2/2019 – 6/2021 | **3D Modeling and Rendering Project** | |
| | **ID219 Computer-Aided Design** | <u>**GitHub link**</u> |

· 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`

EDUCATION

| 2/2017 – 2/2024
Expected | **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

EXPERIENCE

| 12/2022 – 2/2023 | **KAIST CUop Internship** | <u>**Batoners**</u> |

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

`Human Interface Guideline  /  iOS Development`

| 11/2023 – 1/2024
In Progress | **NH-KAIST UX Research & Testing** | <u>**Next Interface Lab**</u> |

· We worked to improve the user experience in the GBI part of NH Investment & Securities application NAMUH.

`UX Research`

EXTRACURRICULAR ACTIVITIES

| 3/2023 – Present | **K-RUSH** | **Club Activity** |

· KAIST Marathon Club.
· Regular training once a week. (<u>Strava link</u>)
· 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.

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

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

| 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).

LANGUAGES

| Korean | ●●●●● | English | ●●●●○ | Spanish | ●●●●○ |