YUMIN JUNG

Frontend Engineer (UX)

yumin.vercel.app

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github.com/yumin-jung

Daejeon, Korea

in Yumin Jung | LinkedIn

SUMMARY -

I am an engineer who places high value on UX/UI. My areas of interest include UX, WebGL, and Front-end 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 and improve the prototype's login, sign-up, and main pages.
- Received the "Most Human-centered Award".

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.
- · I led collaboration among team members, focusing on smooth communication between team members.

Next.js / RESTful API

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 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. (link)
- · 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

GitHub link

- 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 - 6/2024 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 EXPERIENCE -**Individual Study** 1/2024 - Present **Next Interface Lab** · Explore the latest research trends through the revision and development process of HCI-related papers. Sustainable-HCI 11/2023 - Present 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 **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.

· Mask design project for wheelchair users with disabilities that can extend golden time in the event of a

English

Volunteer

Club Activity

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Spanish

Samsung Electronics Nanum Volunteer Membership

fire (resolving current issues in the community).

· Regular training and social activities once a week.

· Regular volunteer once a month.

· KAIST Badminton Team.

K-Bird

Korean

2/2018 - 3/2019

3/2017 - 8/2019

LANGUAGES