




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, 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](#)

- After identifying user needs through user interviews, we established our POV and Persona to brainstorm solutions that could address user needs (Needfinding and Ideation).
- 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

2/2023 – Present **Prism Animation**

Personal Study to Improve Interactive WebGL Skills

[GitHub link](#)

- I was curious about how to implement interactions in the [Prism room](#) at Next.js Conf 2023, so I looked into the [development process](#) and studied it.

react-three-fiber / drei / WebGL

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.

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 GitHub link	
	<ul style="list-style-type: none"> • 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 <ul style="list-style-type: none"> • Korea Advanced Institute of Science and Technology (KAIST) 	Daejeon, Republic of Korea
2/2015 – 2/2017	Early Graduation <ul style="list-style-type: none"> • Incheon Jinsan Science High School 	Incheon, Republic of Korea

EXPERIENCE

1/2024 – Present	Individual Study <ul style="list-style-type: none"> • I participated in the process of revising and developing a paper to be submitted to the DIS conference. 	Next Interface Lab Sustainable-HCI
11/2023 – 1/2024 In Progress	NH-KAIST UX Research & Testing <ul style="list-style-type: none"> • We worked to improve the user experience in the GBI scenario of NH Investment & Securities application NAMUH. 	Next Interface Lab UX Research
12/2022 – 2/2023	KAIST CUop Internship <ul style="list-style-type: none"> • 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. 	Batoners Human Interface Guideline / SwiftUI / UIKit

EXTRACURRICULAR ACTIVITIES

3/2023 – Present	K-RUSH <ul style="list-style-type: none"> • KAIST Marathon Club. • Regular training once a week. (Strava link) • 2023 JTBC Seoul Marathon Finisher (03:39:04) 	Club Activity
8/2019 – 3/2021	Military Service <ul style="list-style-type: none"> • Compulsory military training as per the regulations of the South Korean Government. 	Republic of Korea Army
2/2018 – 3/2019	Samsung Electronics Nanum Volunteer Membership <ul style="list-style-type: none"> • 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). 	Volunteer
3/2017 – 8/2019	K-Bird <ul style="list-style-type: none"> • KAIST Badminton Team. • Regular training and social activities once a week. 	Club Activity

LANGUAGES

Korean ●●●● English ●●●● Spanish ●●●●