



# YUMIN JUNG

UX Engineer

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 Daejeon, Korea

 Yumin Jung | LinkedIn

## SUMMARY

I am an engineer who places high value on UX/UI. I am interested in 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

[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 – 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

Batoners

- 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

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

- Compulsory 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

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English

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Spanish

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