

WORK

**Google**

**UX Designer**

(Contractor via Magnit)

Jul 2023 – Present

Mountain View, CA

- Initiated UX design for new feature to enrich calling experience for next Pixel phone; applauded for usability and approved for concept validation study; UX exploration provided key insights for Product Requirement Document (PRD)
- Creating component set for system-wide promotion of new features, focusing on uniformity and scalability for features in pipeline and beyond by closely collaborating across teams and disciplines

**UX Designer**

(Internship)

May 2022 – Aug 2022

Mountain View, CA

- Owned end-to-end design of two features in Google Analytics, collaborating with PMs and engineers to align with product roadmap and feasibility; released internally in Q2 2023
- Conducted user testing and synthesized user behavior with detailed UX research plan, contributed to materializing PRD with UX insights

**Drama & Company**

**Senior Product Designer**

Oct 2020 – Aug 2021

Seoul, Korea

- Led design renovation of social media community feature from conception to shipment leveraging data analytics and voice of customers; increased user engagement by ~200%, key in securing \$80M investment
- Constructed code-based UI design system with close collaboration with other designers and engineers

**The Paulson Institute**

**UX/Graphic Designer**

Apr 2019 – Jun 2020

Chicago, IL

- Revamped outdated websites to streamline site structure and adopted responsive web design by defining target user personas and conducting stakeholder interviews
- Collaborated with researchers to design visual products from social media initiatives to data visualizations

**Tilt Access**

**Brand/UI-UX Designer**

(Part-time contract)

Nov 2018 – Feb 2020

Chicago, IL

- Directed overall brand design, creating logo, website, and hi-fi prototype for mobile app
- Contributed to winning 1st prize in Social Impact sector at Northwestern University's annual pitch competition

**FXGear Inc.**

**UI/UX Designer**

Sep 2015 – Dec 2017

Seoul, Korea

- Designed multi-language interfaces for AR kiosk, VR headset, and web/mobile/desktop applications
- Established visual brand strategies of NOON Pro; brand received CES 2018 Award

**Korea University  
Digital Media Lab Co., Ltd.**

**UI Designer / PM**

Aug 2013 – Sep 2015

Seoul, Korea

- Led multi-disciplinary team as project leader, simultaneously working on hands-on designs
- Key projects: redesigned financial service app for Korea's second largest bank – increased DAU by 6x

EDUCATION

**School of Visual Arts**

Sep 2021 – May 2023

New York, NY

MFA in Interaction Design

- Honors: Merit-based scholarship

**Ewha Woman's University**

Mar 2006 – Feb 2011

Seoul, Korea

BFA in Visual Information Design