



EXPERIENCE

EP @ Brown Visual Designer

Providence, RI
SEP 2020–PRESENT

- Produced marketing materials for the Brown University Entrepreneurship Program to ignite the entrepreneurial spirit of the students on College Hill, engaged closely with start-ups.
- Facilitated campus-wide engagement and oversaw visuals of the organization through ongoing projects of rebranding, in-depth interviews with the founders of start-ups, web design, experience design, and more.

Opal UX Design Intern

San Francisco, CA
JUL 2020–SEP 2020

- Synthesized visual strategies and design solutions end-to-end to build IOS core features during the early stages of planning for a mentorship start-up as a product designer in Profile Pod.
- Established information architecture and user journey to design UI prototypes for both text-heavy and visually driven context. Worked closely with PM, PMM, and engineers in a cross-functional team to address feedback.

Wix.com Product Design Intern

New York, NY
JUN 2020–AUG 2020

- Accelerated traffic for a non-profit website by 187% within 3 months after the redesign. Collaborated as a creative director in a team of 3, stakeholders, and Wix Playground Team. Conducted independent research such as competitive analysis and A/B testing as well as collaborative design works.
- Analyzed an oral care brand’s current state in the market to coordinate a concept project of a new interactive UI/UX. Implemented a set of a new design system, visual deliverables, and marketing materials.

SIDE PROJECTS

toGather Product Manager

JUN 2020–SEP 2020

- Built a third-party web app for OTT media services such as Netflix, Hulu, and Disney Plus for a 48-hour design sprint. Ranked top 6% out of 612 submissions around the world.
- Led a month-long iteration of researching, designing, and prototyping after conducting usability tests as a product manager for a team of 3.

Learn with Lucy Lead Designer

SEP 2020–PRESENT

- Developed a brand identity for a natural play start-up for children as an early-stage lead designer. Worked closely with a founder and a designer to design a logo, packaging, pattern, marketing materials, etc.

EDUCATION

Rhode Island School of Design

Providence, RI
SEP 2018–FEB 2022

BFA Graphic Design
Minor in Computation, Technology, and Culture

Brown University

Providence, RI
SEP 2019–FEB 2022

Completed coursework for selected courses in Computer Science and Sociology

TOOLS

Adobe Illustrator
Adobe InDesign
Adobe Photoshop
Adobe After Effects
Adobe XD
Figma
Sketch
InVision
ProtoPie
Principle
Zeplin
Origami

DEVELOPMENT

HTML/CSS
Javascript/jQuery/P5.js
Python
Java

DESIGN

Qualitative Research
Quantitative Research
Persona
Journey Mapping
Wireframing
Iterative Prototyping
Usability Testing
A/B Testing

LANGUAGE

English
Korean