

JUNG HUH

New Media ·
Interaction ·
Graphic Artist

Address

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Portfolio Site

<http://junghuh.com>

LinkedIn

[linkedin.com/in/junghuh](https://www.linkedin.com/in/junghuh)

SKILLS

Software

Processing(Java)
OpenFrameworks(C++)
Arduino(C)
Unity(C#)
AR(Vuforia)
VR
Pure Data

Hardware

Arduino
Bella board

Fabrication

Laser cutting
3D printing
Mills

UX Research

Cultural probe
Persona creation
Storyboard design
Focus group interview
Survey
Affinity diagramming
Coding

Graphic Design

Photoshop
Illustrator
Premiere Pro
After effects
Zeplin

3D Modeling

Fusion 360

EDUCATION

09.2016 - Korea Advanced Institute of Science and Technology(KAIST)

09.2019 Daejeon, South Korea
Master of Science in Industrial Design

01.2018 - Aalto ARTS(Exchange Study) | Helsinki, Finland

12.2018 Master of Arts in New Media Design and Production

03.2012 - Yonsei University | Seoul, South Korea

02.2016 Bachelor of Science in Information & Interaction Design
Double major: Bachelor of Science in Culture and Design Management

RELATED WORK EXPERIENCE

10.2017 - Freelance Graphic Designer

Present Seoul, South Korea

- Created proposals and contracts for different design projects
- Collaborated with clients to design and construct a website and create concept illustrations
- Designed company logo and branding for clients
- Designed catalogs, brochures, and posters for events

06.2019 - Augmented Reality Application Developer & Designer

09.2019 POG | Seoul, South Korea

- Developed Augmented Reality application simulating traffic accidents
- Designed website and 3D company character
- Collaborated with deep learning engineer and web programmer
- Funded through Pre-entrepreneur Startup Project and Korea Transportation Safety Authority

11.2017 - Concept Designer

12.2017 Wonderlab(KAIST) | Daejeon, South Korea

- Created concept for future ambient and reflective Samsung TV
- Collaborated with Samsung Display division, leading trend analysis, focus group interviews, and result analysis

09.2016 - Production Assistant and Concept Designer

12.2017 Wonderlab(KAIST) | Daejeon, South Korea

- Installed Forest of Interaction, UX-oriented playground-type exhibition content, in collaboration with the National Science Museum of Korea
- Developed science education concepts and scenarios for the installation

01.2016 - Assistant Researcher

07.2016 Technology and Design Research Center, Yonsei University | Incheon, South Korea

- Developed a database platform of sound effects through user research on cognitive and emotional information
- Collaborated with the director of the Ministry of Trade, Industry, and Energy
- Lead research and interviews on medium and small-sized enterprises

EXHIBITION

08.2018 **Line of Light** | FLOW Festival · Design Factory · Games Factor, Finland

07.2017 **Individualism, Aesthetic Calculation Exhibition** | Place MAK, South Korea

THESIS & PUBLICATIONS

07.2019 **Impact of Empathy of Mapping the Audience's Body Posture on Virtual Character in Interactive Public Service Advertisement**
Master's thesis at KAIST

05.2017 **HCI International 2017** | Vancouver, Canada

Z-Force Cubic Interface

01.2016 **HCI Korea 2016** | Kangwon-do, South Korea

COBLOC: Emotional Block between Single Parent and a Child, extended abstract