

JUNG HUH

Product Designer ·
Creative Technologist

junghuh.com

hj2075@nyu.edu

(206) 530-7159

New York City, NY

SKILLSET

UX · UI Design
User Research
AR · VR Development
Motion · Visual Design
Rapid Prototyping
Physical Computing
3D Modeling
Fabrication

TOOL

Adobe Creative Suite
(Ps, Ai, Ae, Pr, Fs)
Sketch · Figma
Unity · Vuforia SDK
Arduino
Fusion 360 · Blender
Pure Data

CODE

JavaScript
C#
Basic Python

PROJECT

Interactive Public Service Advertisement

Daejeon, South Korea

Created public service advertisement(PSA) to increase empathy towards social issues by mapping audience to the victims of PSAs using Kinect

Aqual

Incheon, South Korea

Developed Aqual, an IoT device and app that monitors air quality of air conditioner. Collaborated with LG Electronics.

EDUCATION

Expected **New York University** | New York City, NY
05.2022 Master of Professional Studies, Interactive Telecommunication Program
09.2019 **Korea Advanced Institute of Science and Technology (KAIST)**
Master of Science, Industrial Design | Daejeon, South Korea
02.2016 **Yonsei University** | Seoul, South Korea
Bachelor of Science, Information and Interaction Design

EXPERIENCE

06.2021 **Creative Technologist Intern | WarnerMedia Innovation Lab**

08.2021 New York, NY

- Designed and prototyped AR interactive experiences for fans
- Created immersive and new ways of user-generated content with IP

08.2020 **AR Developer & Product Designer | Phoenix On the Ground**

05.2021 Remote - Gyeonggi-do, South Korea

- Developed educational AR mobile contents simulating traffic accidents
- Collaborated with a deep-learning engineer to augment the simulations based on the characteristics of the car lane
- Planned research on testing the effectiveness of designed AR contents on preventing traffic accidents between pedestrians and cars

10.2017 **Founder | Huh Jung Design Studio**

12.2020 Seoul, South Korea

- Conducted UX · UI design projects with 15+ companies
- Created websites and applications for multiple clients
- Designed brand identity and produced marketing materials in multiple platforms (Spark AR Instagram filters, motion graphics)

09.2016 **Production Assistant | National Science Museum of Korea**

12.2017 KAIST | Daejeon, South Korea

- Created Forest of Interaction, an exhibition designed for UX-oriented interactive playground project

01.2016 **Assistant Researcher | Technology and Design Research Center**

07.2016 Yonsei University | Incheon, South Korea

- Developed a sound database platform for medium-sized and small-sized enterprises in collaboration with the director of the Ministry of Trade, Industry, and Energy
- Led multiple in-depth interviews on enterprises and research analysis to extract pain-points and needs