

JUNG HUH

Product Designer ·
Prototyper

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(206) 530-7159

Brooklyn, NY

SKILLSET

UX · UI Design
User Research
AR · VR Product Design
Concept Development
Embodied Interaction Design
Rapid Prototyping
Graphic · Motion Design

TOOL

Adobe Creative Suite
Sketch · Figma · Invision
Unity 3D · Unreal
Arduino
Fusion 360
Blender

CODE

HTML · CSS
JavaScript
C# · C++
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 Unity 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 05.2022 **New York University** | New York City, NY
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

02.2022 **UX Design Intern | Gallagher & Associates**
New York, NY
● Developing high-fidelity wireframes for Natural History Museum's digital interactive project
06.2021 **Creative Technologist Intern | WarnerMedia Innovation Lab**
08.2021 New York, NY
● Conducted trend analysis analyzing user-generated content(UGC) and found opportunities for fans to create embodied experience
● Designed an AR UGC platform and created Unity prototypes to explore new interactions
08.2020 **AR Designer & Developer | Phoenix On the Ground**
05.2021 Remote - Ilsan, South Korea
● Developed Unity AR and 360 video content simulating traffic accidents
● Planned user testing to find the effectiveness of immersive accident experience on alerting possible traffic casualties
● Worked with a deep-learning engineer to augment the simulations on lanes
10.2017 **Founder | Huh Jung Design Studio**
12.2020 Seoul, South Korea
● Conducted UX · UI design projects with 15+ companies
● Designed apps, websites, motion graphics, BI, and Spark AR filters
09.2016 **Designer | Korea Advanced Institute of Science and Technology**
12.2017 Daejeon, South Korea
● Led trend research, participatory workshop, and analysis to develop a new strategy and user scenarios for future ambient and reflective Samsung TV
● Worked on production of Forest of Interaction, an exhibition designed for UX-oriented interactive playground project with National Science Museum
01.2016 **Assistant Researcher | Technology and Design Research Center**
07.2016 Yonsei University | Incheon, South Korea
● Conducted in-depth interviews and analyses with enterprises to develop a sound database platform for medium-sized and small-sized businesses