# JUNG HUH

**UX Designer · Prototyper**   **junghuh.com**   jhuh3226@gmail.com   (206) 530-7159   Brooklyn, NY

## SKILLSET

UX · UI Design
UX 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

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|---|---|
| Expected 05.2022 | **New York University** \| New York City, NY |
| | Master of Professional Studies, Interactive Telecommunication Program |
| | Graduate Assistant of Chatbot for Art's Sake · Machine Learning for Artist · Intro to Computer Programming(Python) |
| 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 Current**

**UX Design Intern | Gallagher & Associates**
New York, NY
- Developing high-fidelity wireframes for digital interactive project

**06.2021 08.2021**

**Creative Technologist Intern | WarnerMedia Innovation Lab**
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

**08.2019 05.2021**

**AR Designer & Developer | Phoenix On the Ground**
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 12.2020**

**UX · UI Designer | Huh Jung Design Studio**
Seoul, South Korea
- Founded studio and conducted UX · UI design projects with 15+ companies
- Designed apps, websites, motion graphics, BI, and Spark AR filters

**09.2016 12.2017**

**Designer | Korea Advanced Institute of Science and Technology**
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 07.2016**

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