

JUNG HUH

UX Designer and Prototyper

EDUCATION

New York University | New York City, NY 2020 - 2022

Master of Professional Studies, Interactive Telecommunication Program

Graduate assistant for *Chatbot for Art's Sake*, *Machine Learning for Artists*, and *Intro to Computer Programming Python* courses

Korea Advanced Institute of Science and Technology (KAIST) 2016 - 2019

Master of Science, Industrial Design | Daejeon, South Korea

Yonsei University | Seoul, South Korea 2012 - 2016

Bachelor of Science, Information and Interaction Design

EXPERIENCE

UX Designer | **Microsoft, Ethics & Society** 08.2022 - Now

Seattle, WA

- Created responsible AI design solutions for first-party AI products, including Bing AI search (100 million daily active users), Skype, and Teams
- Designed interaction flows for AI transparency notice, onboarding, and feedback mechanism to address issues of AI fallibility, hallucination, and over-reliance on conversational AI products
- Met AI product teams' time-constrained engineering requirements through design sprints, while also providing north star design solutions
- Produced UX design patterns guidance for product teams on generative AI and large language models

UX Design Intern | **Gallagher & Associates** 02.2022 - 05.2022

New York, NY

- Created large multi-display interactive experiences for the Colorado Junior Achievement (JA) to accompany the professional and financial development programs, making them more engaging and entertaining
- Produced UX designs for JA visitors and museum moderators with different levels of fidelity, ranging from sketches to deliverable prototypes

Creative Technologist Intern | **WarnerMedia** 06.2021 - 08.2021

New York, NY

- Designed an AR platform that fosters Cartoon Network fans' participation through user-generated content
- Created AR prototypes using Unity to explore business opportunities

AR Designer & Developer | **Phoenix On the Ground LLC** 08.2019 - 05.2021

Remote, South Korea

- Designed, developed, and researched an XR app and a book that alert users of potential traffic accidents
- Produced 30 Unity AR scenarios, a web app, and marketing materials
- Contributed to fundraising and launching the product to market

UX/UI Designer | **Huh Jung Design Studio** 10.2017 - 12.2020

Seoul, South Korea

- Worked as a freelance designer and delivered 15 UX/UI design products for clients in AR, AI, education, explorer apps and webs, and fashion

CONTACT

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SKILLSET

UX/UI Design

UX Research

AI Product Design

AR/VR Product Design

Rapid Prototyping

Graphic/Motion Design

TOOL

Adobe Creative Suite

Figma · Sketch

Unity 3D

Arduino · Fusion 360

CODE

HTML, CSS, JavaScript

C#, C++, Python

PROJECT

Squeak!

Thesis project at NYU

Designed, created, and tested an AR chatbot app using Unity and Google Dialogflow to educate the K-12 audience about dolphin captivity

Interactive PSA

Thesis project at KAIST

Explored interaction opportunities of embodied public service ads and tested impact on empathy towards social issues. Used Unity Kinect and various body mapping interpolation