Sophie Eunkyeol Kim
Interaction Designer

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Education

Carnegie Mellon University, Entertainment Technology Center
Master of Entertainment Technology
May 2019, Pittsburgh, USA

Yonsei University
B.S. Information & Interaction Design
B.S.E Computer Science
August 2017, Seoul, Korea

Skills

Research
Affinity Diagram, Persona, User Journey, Interview, Survey, A/B test, Usability Test

Design
Figma, Sketch, Adobe XD, Illustrator, Photoshop, Premiere, AfferEffects, Zeplin, Protopie, Blender

Prototype
HTML, CSS, JavaScript, React, Spark AR, Unity3D, PHP, C, C++, C#, Java, Arudino, Git, Perforce

Publications

Kim, E.K., Jung, M.K., Kang, Y.A. (2016), SWEEPA: Designing An Indoor Waste Monitoring System For Increased Work Efficiency, Society of Design Convergence, 15(2), 119-133.

Kim, E.K., Jung, M.K., Kang, Y.A. (2016), "SWEEPA: Designing An Indoor Waste Monitoring System", HCI Korea 2016 Conference

Work Experience

User Experience Designer — *Aug 2019 - Current, Palo Alto, USA*
HP inc.
Design the experience of the commercial software products at Innovation Team, Commercial PCs. Create persona, user journey map, storyboard, wireframe and UI in proof of concept stage.

Software Technologist Intern — *Jan - May 2019, Houston, USA*
HP inc.
Designed personas, user journey maps, storyboards in proof of concept stage. Designed UI and wireframe for software prototypes.

UX Research Assistant — *Sep - Dec 2018, Pittsburgh, USA*
Carnegie Mellon University
Worked as a UX RA at HCII Oh! lab under Jessica Hammer. Conducted several focus group studies and analyzed their qualitative data. Planned and evaluated a pilot user study.

Interaction Designer Intern — *May - Aug 2018, Palo Alto, USA*
HP inc.
Designed a VR application that enhances VR game streaming experience by incorporating streaming/chat settings and OMEN Command Center into one VR experience. Used Sketch, Maya, Unity3D and Vive pro for prototyping.
• Best Project Prize | HP Summer Intern Fair 2018

Graphic Designer & Game Designer — *Oct 2015 - Aug 2016, Seoul, Korea*
Geomaze | Vicious Jellies
Worked as a graphic designer/game designer of two mobile games. Published two applications in Google Play and Apple's Appstore.

Academic Projects

UI/UX Designer — *Jan - May 2018*
Alice's Adventure
Designed and created user interface for Alice's Adventure, a 2D adventure game making tool for teenagers introducing programming concepts. Created wireframe and low-fidelity prototype by Sketch/Illustrator and used HTML/CSS/JavaScript for UI development.

Programmer — *Aug - Dec 2017*
Building Virtual Worlds
Designed and developed interactive experiences every two to three weeks using Unity3D game engine with various platforms such as Vive, Hololens, Oculus and Fove. Practiced rapid-prototyping, playtesting, and communicating with multidisplinary teams.