# NURIE JEONG

#### USER EXPERIENCE DESIGNER

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## **SKILLS**

#### **UI DESIGN**

Sketch

Illustrato

Photoshop

InVision

#### AR PROTOTYPING

Unity

Microsoft Visual Studio C#

## **VIDEO SKETCHING**

After Effects

Framer IS

Cinema 4D

#### WEB APP DEVELOPMENT

HTML/CSS

Javascript/PHP/Ruby

## **VOICE INTERACTION PROTOTYPING**

Alexa Skill Kit

# **AWARDS**

## **CORE 77 STUDENT DESIGN AWARD**

Notable Honoree Award (412 BEATS)

## ADOBE DESIGN AWARD

Semi-finalist (412 BEATS)

## **EXPERIENCE**

## GOOGLE | UX DESIGN INTERN

MAY 2017 - AUG 2017

Created screen mockups & video sketches for Augmented Reality Navigation Analyzed existing user journeys and proposed ideal use cases for AR technology Proposed near-term product plan strategy for 2018

## KIRON | UX DESIGN INTERN

JUN 2016 - AUG 2016

Designed the responsive web portal for desktop & portable screens Established UX strategy and design guideline for Kiron

#### DREAM SQUARE | UX DESIGNER

JUN 2014 - APR 2015

Starting member (part-time

Designed service experience and the web platform

#### SAMSUNG ELECTRONICS | UX RESEARCHER

JAN 2010 - APR 2015

Designed and admistrated Samsung Big Data System Portal
Managed device log collection for Samsung Mobile services
Analyzed mobile usability with Hive, MySQL and SAS Enterprise
Conducted usability tests for Samsung Galaxy Apps and ChatOn
Specialized in user test scenario design, lab monitoring and facilitating

## SAMSUNG ELECTRONICS | BUSINESS INTERN

JUN 2009 - AUG 2009

Proposed laptop sales & marketing strategy for LATAM sales department Awarded as the best internship project

## **EDUCATION**

#### CARNEGIE MELLON UNIVERSITY

**CLASS OF 2018** 

Master of Interaction Design

Master of Art (transitional design program for non-designer)

# SOGANG UNIVERSITY

CLASS OF 2010

BA of Business Administration

## **PROJECTS & ACTIVITIES**

#### THESIS PROJECT

SEP 2017 - APR 2018

Semantic AR Navigation: Designing Long-Term Value for The Technology

## **DUBAI DESIGN WEEK**

NOV 2017

Exibiting 412 BEATS: Augmented Reality based Music Promotion Platform

# MICROSOFT DESIGN EXPO

JAN 2017 - MAY 2017

BABL: Mixed Reality Language Learning Solution for Hololens

SWARTZ ENTREPRENEURAL FELLOWSHIP

**COHORT OF 2017**