

Monica Jeon

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Work Experience

Facebook **AR/VR Product Design Intern**

JUN - AUG 2020 | MENLO PARK, CA

I worked on the Social Discovery team to design new experiences for people to communicate and coordinate easily in VR. I collaborated closely with cross-functional partners to create a design system, prototype key flows and conduct user testing.

I participated in the annual hackathon as the lead product designer on a project chosen to be presented to leadership.

Georgia Tech **UX & Web Development Lead**

AUG 2020 - PRESENT | ATLANTA, GA

I design and develop experiences across various digital properties for Georgia Tech's Office of Information Technology. I provide monthly analytics reports for assigned clients and implement UX strategy by gathering and interpreting business and product requirements.

I lead daily team stand-up, moderate weekly project showcase, and offer managerial guidance to teammates.

Utility NYC **UI/UX Designer**

DEC 2018 - JUN 2019 | NEW YORK CITY, NY

I led the UX/UI design of an asthma tracker app for NYC Health + Hospitals to help children suffering from asthma to efficiently manage their symptoms and track medication use.

I worked directly with clients to define business goals, product features and functions. I performed user research, provided low- and hi-fidelity designs and participated in quality assurance sessions with product managers and engineers to oversee the implementation of the user experience.

Education

Georgia Tech

EXPECTED TO GRADUATE IN MAY 2021

Master of Science in
Human-Computer Interaction
GPA: 3.85/4.00

Vanderbilt University

GRADUATED IN 2018

Bachelor of Science in
Cognitive Science, Minor in Studio Art
GPA: 3.72/4.00

Skills

Design

Sketching, User Flow, Wireframing,
Storyboarding, Illustration, UI Graphics,
Prototyping, 3D Modeling, Video Editing

Research

User Interview, Contextual Inquiry, User
Persona, Usability Testing, Task Analysis,
Cognitive Walkthrough

Development

HTML, CSS, JavaScript, C#