

CHEON PARK

www.cheonpark.com · cpark29@sva.edu · (646) 467-3231

Education

School of Visual Arts

Sep 2018 - May 2020

MFA Interaction Design

Korea University

Mar 2007 - Feb 2014

BFA Industrial Information Design

Skills

Heuristic	Sketch
Evaluation	Figma
Interview	Principle
KJ Mapping	Invision
Design Strategy	Framer
Wireframing	3D Printing
User Testing	Adobe CC
Prototyping	HTML/CSS/JS
Service Design	Python
Physical Computing	Arduino
3D Modeling	Rhinoceros

Recognitions

Finalist

2020 Interaction Awards

Libra · 2020

Top 100

Good design award

UX for dual-curved LCD · 2015

Silver

SK Planet NFC Idea Contest

NFC service scenario · Oct 2013

Featured

Yanko media, PetaPixel, etc.

Equinox · Spring 2013

Silver

Samsung public app challenge

View Seoul · Oct 2012

Experience

Samsung Mobile · Senior User Experience Designer

Jan 2018 - Aug 2018 · 8 months

I managed and designed AI systems from scratch and successfully launched to the market.

- Led the user research and UX design of chatbot system collaborating with various types of businesses. Successfully launched in multiple career's messaging services.
- Designed user experience and system of Bixby, AI virtual assistant, and created initial 40,000+ instructions. The system is applied for Galaxy S9 to various categories of Samsung products, including smart TV, smart home, and smartwatches.
- Designed social media features of Contacts, including posting, commenting, and sharing.

Samsung Mobile · User Experience Designer

Jan 2014 - Dec 2017 · 4 years

I managed overall Galaxy user experience and successfully delivered 20+ products to the market in Galaxy premium models, collaborating with multiple teams, including engineering, PM, marketing, and UX research.

- Designed user experience throughout Messages across all models that have the highest usage rate (93%) among all the Samsung applications.
- Designed a design system for Galaxy messaging and made it suitable for the unique UX of Galaxy, combined with 10+ diverse user experience into one.
- Designed the UX of the first double-sided edge screen device in the world. (Galaxy S6 Edge). Due to the marketing and the UX, the sales doubled the previous model.
- Designed the user experience of split view for dual-screen of Galaxy Folds, the world's first foldable mobile device.
- Led the design of a dual-SIM system that allows users to carry two SIM cards on a mobile phone. The basic architect became a global Android UX
- Presented design work to upper management staff, to gain alignment on projects

Square · Product Design Intern

May 2019 - Aug 2019 · 3 months

- Designed UX for the POS and the dashboard, managing both iPad and web browser experience at the Restaurant team.
- Designed employees clock-in, firing items, and house accounts experience.

Samsung Design Membership · User Experience Designer

Jan 2012 - Dec 2013 · 2 years

- Enhanced split-screen concepts and applied to Galaxy S5.
- Delivered the product concept of smart TV remote controller.
- Created designers' guidelines for Samsung Smart TV design team.

Midea · UX Researcher

Jun 2011 - Nov 2011 · 6 months

Designed concepts based on the scenario developed from comparing user experiences on primary kitchen appliances among Chinese and Korean users.