Sue Reon Kim

UX/Product Designer
Seeking UX Design Internship for Summer 2021

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Projects

Atlanta Pride Scavenger Hunt | UX Designer + UX Researcher

Fall 2020 | Atlanta, GA

- Conducted end-to-end UX research for the first virtual Atlanta Pride Scavenger hunt game to help transfer the physical Pride spirit into virtual space.
- Re-designed the scavenger hunt game platforms with the goal of higher participation and engagement within the LGBTQ+ community.
- Evaluated and iterated the human-centered design process throughout the project and prototyped high-fidelity UI mockups.
- Communicated closely with the Atlanta Pride Committee and local community organizations including sponsors to align the stakeholders' needs.

Experience

Georgia Institute of Technology | Graduate Research Assistant

December 2020 - Current | Atlanta, GA

- Communicating effectively with High Museum's Education department to help transfer their art educations virtual with the goal of higher engagement.
- Prototyping 3D virtual reality museum based on the High's exhibitions.
- Conducting UX research in order to create educational 3D virtual tours for underserved K-12 students.

High Museum of Art | Member Services Assistant

October 2019 - September 2020 | Atlanta, GA

- Processed, managed and reported membership database for over 80,000 household accounts.
- Created and implemented successful annual fund, acquisition and renewal campaigns by analyzing renewal and visiting patterns, generating $1 million annual revenue.
- Acquired monthly feedback from members by facilitating public and member programmings and events.

Museum of Contemporary Art | Visitor Experiences Associate

May 2018 - Setpember 2019 | Chicago, IL

- Brainstormed 2 special exhibition designs by walk throughs of the planned layouts to decrease potential bottle necks for over 100,000 visitors.
- Reviewed exhibition labels to minimize jargons for clarity and readability.
- Developed targeted outreach emails to cultural institutions for theater and public art programs to increase the attendance and engagement within Chicago's Art communities.

Opian Music | Software Engineer

January 2017 - August 2017 | Chicago, IL

- Front-end development with Unity for an educational piano app with Midi input.
- Created and implemented algorithm for finger numbers method in order lower the beginner's roadblocks on reading music notes.
- Facilitated weekly field user testings with beginner piano learners to assess speed of learning piano and their progress on the levels.

Education

MS in Human-Computer Interaction
Georgia Institute of Technology
August 2020-2022 | Atlanta, GA

BA in Computer Science + Studio Art
The College of Wooster
August 2012 - May 2016 | Wooster, OH

Informatics + History of Art
University of Edinburgh
Fall 2015 | Edinburgh, UK

Skills

Design
Wire-framing + Sketching + Prototyping + Storyboarding + Brainstorming + Rendering + 3D modeling + Interaction Design

Research
Survey + Contextual Inquiries + Personas + Affinity Map + Empathy Map + Usability Test + Heuristic Evaluation

Design Programs
Photoshop + Figma + Illustrator + Maya + Unity + Rhinoceros + Sketchbook + InVision

Languages
C++ + C# + MySQL + MEL + Java + Python + OpenGL + Korean

Achievements

Academic Excellence Scholarship
August 2012 - May 2016
National Science Foundation scholarship + Dean's scholarship + Bailey scholarship + Pomerene scholarship

Award
May 2016
Digital Independent Studies Presentation Award