So Young Olivia Han

UX DESIGNER

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EDUCATION

Master of Entertainment Technology

Carnegie Mellon University
Entertainment Technology Center (ETC)
Aug. 2018 - May. 2020

Master of Art & Technology

Sogang University
Seoul, Republic of Korea
Mar.2016 - Feb 2019

Bachelor of English Literature & Global Korean Studies

Sogang University
Seoul, Republic of Korea
Mar.2012 - Feb 2016

SKILLS

Design / Wireframing
Sketch/Zeplin, Adobe Illustrator, Photoshop, Balsamiq Mockups

Prototyping
Invision, Adobe XD

Research
User research, Focus group interview, Personas

Development
HTML, CSS, Unity, Unreal Engine

PUBLICATIONS

Crowdsourcing based Psychotherapy Application UX Design
So Young Han, Hyangsook Kim, Jusub Kim
HCI Korea 2017

Hololens-based Immersive Interactive Storytelling Design - From 'Sit & Watch' to 'Walk & Experience'
Shin Hyo Kim, So Young Han, Jusub Kim
HCI Korea 2017

COURSES

Building Virtual Worlds | 2018
New Media Studies | 2018
Creative Project I&II | 2018
Interaction Design | 2016
Transmedia Storytelling | 2016
Wearable & Fashion Media | 2016

PROJECTS

Producer & Artist | Sep. 2018 - Dec. 2018
Building Virtual Worlds
[ETC, Carnegie Mellon University]

- Participated as a producer as well as an artist and created five virtual worlds with new groups and goals for each round
- Learned how to collaborate and communicate with other people with different roles

Producer & UXUI Designer | Aug. 2016 - Sept. 2017
Spring : crowdsourcing-based psychotherapy application
[Creative Computing Group & Dept. of Psychology, Sogang Univ.]

- Conducted user research and survey and responsible for building a concept design, information architecture, wireframe, and GUI design

Producer & Interaction Designer | May 2016 - Aug. 2016
HoloStory : AR based interactive storytelling using Hololens
[Creative Computing Group, Sogang Univ.]

- Designed interaction inputs and outputs based on gestures and location and responsible for project management process including storytelling ideation and concept design
- Participated Creative Awards exhibition at HCI Korea 2017

Interaction Designer & Programmer | Mar. 2016 - Oct. 2016
Memory Horizon : media art installation based on multi-modal interactions
[Transmedia Storytelling, Sogang Univ.]

- Programmed interaction inputs and outputs using Arduino and Processing along with the overall spatial design

EXPERIENCE

Co-founder, UXUI Designer | Mar. 2017 - April. 2018
Meanit : a crowd-sourced news web platform based on trending keywords and neologisms

- Developed a winning prototype from Seoul Editors Lab 2017 and founded a start-up company under the corporate name of *LAZE & GIST*
- Recieved an investment of $40,000 from Mediati, a media start-up accelerator

UXUI Designer | Dec. 2016 - Feb. 2017
Google News Lab Fellowship

- Designed a brand identity, web-platform, and interactive animation using *Sketch* and *Adobe Photoshop* in collaboration with the Department of Data Journalism at Joong-ang Daily