

# YEIN JO

## Interaction Designer

### EDUCATION

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- Aug 2017 **Carnegie Mellon University, Entertainment Technology Center**  
- Current *Master of Entertainment Technology*  
Pittsburgh, United States
- Mar 2012 **Yonsei University, Information and Interaction Design**  
- Feb 2016 *Bachelor of Science*  
Seoul, Korea

### ACADEMIC PROJECTS

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- Fall 2017 **Built Virtual Games with Unity**  
*Entertainment Technology Center, Programmer*
- Participated in creating five games, each completed within two weeks with different five-person teams
  - Developed virtual worlds in Unity, with platforms including Vive, Oculus Touch, Makey-Makey and Hololens
  - Iterated, playtested and analyzed game UX
- Fall 2015 **Conducted User Research and Designed Mobile Application UI**  
*Yonsei University, UX Researcher and UI Designer*
- Participated in a team project and developed B-Slide, a mobile application that helps users curate and read bookmarks
  - Researched users' bookmarking behaviors by conducting in-depth interviews, creating personas, extracting requirements, setting up use cases and task flows, and drawing an UI map
  - Designed wireframes with MS PowerPoint for the final prototype
- Fall 2014 **Prototyped Mobile Application and Conducted Usability Test**  
*Yonsei University, UX Researcher and UI Designer*
- Directed a solo project to develop The Book, The Better, a mobile application that aims to motivate users to read by representing their reading progress with a virtual tree
  - Conducted a between group test with three measurements, including users' average reading amount, reading consistency and satisfaction
  - Conducted surveys using USE questionnaires, analyzed data, and verified results with t-test

### WORK EXPERIENCE

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- Dec 2015 **Office of Research Affairs, Yonsei University, UX Researcher**  
- Aug 2017
- Developed an evaluation tool in a team of 10 to enhance visitor-experience of interactive exhibits in museums
  - Visited 14 museums, interviewed visitors and museum experts focusing on the relationship among visitors, exhibits and space
  - Designed 7 volumes of booklets titled "How to Design Interactive Exhibits in Museums"

### CONTACT

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### SKILLS

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#### Design

Adobe Photoshop, Illustrator, InDesign, Premiere Pro, After Effects, Sketch, Autodesk 3ds Max, InVision

#### Programming

C, C#, HTML, CSS, Swift, Unity, XCode

#### Research

Affinity Diagram, Contextual Inquiry, Focus Group, Interview, Journey Map, Narrative Flow, Persona, Requirement Extraction, Survey, Task Flow, Use Case

### AWARDS

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#### Herald Design Tech 2015 Finalist, The Korea Herald

- Proposed a mobile application with a feature of a virtual tree that represents users' reading progress
- Exhibited the final prototype at Dongdaemun Design Plaza (DDP) in Seoul, Korea

#### Wearable Computer Competition 2015 Finalist, KAIST

- Proposed a ring-type wearable device for user authentication

### PUBLICATIONS

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#### Users' Affective Response to Furniture Design Based on Public Openness

Jo, Y., Yim, J., Park, H., & Kang, Y. (2017). Human-Computer Interaction International (HCI).

#### Smartphone Lock-screen Interface Design to Facilitate Return for

#### Cross-service Bookmarks

Song, H., Jo, Y., Han, S., Lee, H., Kwon, H. (2016). Human-Computer Interaction Korea (HCIK).