HyeLee Kim | UX Engineer

EDUCATION

Pittsburgh, PA
May 2020
Carnegie Mellon University | Entertainment Technology Center (ETC)
Master of Entertainment Technology

Seoul
Feb 2018
Sogang University | Dept. of Art & Technology / Convergence Software
Bachelor of Arts and Science / Bachelor of Engineering   *magna cum laude*

Hong Kong
Fall 2016
City University of Hong Kong | School of Creative Media
Academic Exchange

Amsterdam
Fall 2014
Vrije Universiteit Amsterdam | School of Arts and Sciences
Academic Exchange

WORL EXPERIENCS / RESEARCH

HP inc.   Ft Collins, CO | May - Aug '19
Consumer PC, UX Design Team
- Iteratively developed Windows app with React Native for responsiveness on different window sizes
- Designed "Game Streaming Service for OMEN Command Center (HP Gaming PC Software)" that provides streaming setup experience and system monitoring in one place

University of California, Irvine   Irvine, CA | June - Aug '17
UROP International Undergraduate Research Fellowship
- Programmed in javascript to create apps for browser, CapeCode, and node hosts using openCV.js
- Designed web application which reacts to guest's eye gaze to turn on and off Phillips Hue Lamps

Academic Corporate Collaborative Project   Seoul | May - Dec '15
LG Electronics & Sogang University
- Researched form factors, created 2D concept sketches and 3D models, conducted UX survey, and led mock-up production process using 3D printer

PROJECTS

Academic Project "Universal Insignia"   Programmer
Carnegie Mellon University, Entertainment Technology Center   Pittsburgh, PA | Spring'19
- Developing iOS application with AR component and mini game for client kindergarten students
- Actively ideated user experience, designed and implemented user testing and evaluation

Academic Project "Building Virtual World"   Programmer
Carnegie Mellon University, Entertainment Technology Center   Pittsburgh, PA | Fall '18
- Developed five Unity 3D projects in interdisciplinary teams in 1-3 weeks
- Iteratively prototyped virtual world experiences using Vive, Oculus + Leap Motion, MetaII, CAVE

"The Dinner", Virtual Reality Experience   Programmer, Designer
HCI Korea 2018, Interative Art (Jan 31 - Feb 02, 2018)   Seoul | Dec '17 - Jan '18
- Concept designed virtual reality experience (Unreal Engine, Oculus Rift) where user can explore a space surrounded by media particles as a creature with tentacles adapted to media consumption
- Programmed in Javascript to create 4k video textures with 128 videos for particles using ffmpeg

"Global Digital Cities" (Interactive Documentary)   Media Artist
Studio for International Media & Technology, University of Salford   Manchester | July - Aug '16
- Created mciro-unit documentaries on web-based platform(JSON) using video, image, sound, and text sources created in team

"Breath" (Creative Award) | Art & Technology Conference 2013   Media Artist
Dept. of Art & Technology, Sogang University   Seoul | Sept - Dec '13
- Designed interactive sculpture that reacts luminously to guest's breathe
- Programmed in Arudino and built electric circuit to change LEDto react to guest's input

CONTACT

www.hyeleekim.com
hyeleek@andrew.cmu.edu
412.694.4466

SKILLS

PROGRAMMING
Python
html / css / javascript
React / React Native
Unity
VR / AR / XR
C#
C / C++
Java

UX
Wire Framing
User Research
Usability Testing

DESIGN / PROTOTYPING
Design Thinking
Rapid Prototyping
Adobe XD
InDesign
Premiere Pro

TECHNICAL ART
Processing p5.js
Maya
Max 2D
VVVV
Max/msp/jitter

COURSES

Programming
Java
C Language
Computer Graphics
Algorithms
Data Structures
Database
Operating Systems

Creative Media
Building Virtual World
Visual Storytelling
Physical Computing
Interactive Storytelling
Mobile Studio
Media Art Workshop
3D Modelling
2D Game Production