

SUNG YOUN AHN

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- OBJECTIVE** To obtain a full-time position in the field of User Interaction Design, User Experience Design, or Human Computer Interaction.
- EDUCATION** **M.S. Computer Science, with Distinction in Human Computer Interaction**
University of California, San Diego
Specialization in Human Computer Interaction and Cognitive Science
Graduation Date: June, 2006
- Relevant Coursework:** Human Computer Interaction, User Interface Design, Distributed Cognition, Cognitive Science Seminar, Information Visualization
- B.S. Computer Science and Engineering**
EWA WOMANS University, Seoul
Experiences in Educational Technology
Graduation Date: February, 2004
Graduated *magna cum laude*
- THESIS** **A Study of Explanograms: Digital Delivery of Handwritten Learning Aids**
University of California, San Diego, June, 2006
Provided an initial exploration of the users' perception and evaluation of a web based learning aid and presented an analysis of the actual interaction behaviors of its users.
- AWARDS**
- Korea Ministry of Science & Technology Scholarships (2004-2006)
 - The Hae-Sung Foundation Scholarships (1999-2003)
- EXPERIENCE** **UX Designer | Samsung Electronics, Mobile Communication Division, Telecommunication Network Business (8/08 to present)**
- UI design for mobile phone, especially for North American market.
 - Collaborated operators include Sprint, Bell, Telus, Cricket, US Cellular, MetroPCS.
 - Notable models designed are SPH-M810(Instinct mini), SPH-M850, SPH-M900(Android phone), SPH-M550, SPH-M560, SPH-M330.
 - Participated design projects include UI designs for messaging phone, simple touch phone, and widget store.
- Software Engineer | Samsung Electronics, Mobile Communication Division, Telecommunication Network Business (8/06 to 7/08)**
- Developed mobile phone software in C.
 - Focused on UI level in embedded software architecture such as Phonebook, Scheduler, Language, and Display.
 - Performed BREW OEM porting to CDMA mobile phone to support BREW Platform.
- Laboratory Assistant | University of California, San Diego, Human Computer Interaction Lab (12/05 to 6/06)**
- Created a web based learning aid "explanograms" in collaboration with Uppsala University, Sweden.
 - Implemented Pen Stroke Collector in Java to assemble pen stroke data stored in the pen and digitize handwritten paper notes for users to playback the corresponding notes in the web.
 - Planned and conducted user studies to evaluate the learning aid software system and its interface.
 - Employed many disciplines such as ethnography, structural/statistical analysis, and qualitative/quantitative analysis of survey, interview, evaluation data, and log data.

- Presented results and findings to research faculty and department in the form of a thesis paper.

Intern Researcher | Sun Microsystems, San Diego (5/05 to 1/06)

- Developed and maintained web applications running on the corporate intranet for employees.
- Implemented Project Management Tool in JSP/Servlet/HTML/JavaScript, managed databases in SQL, and conducted web application server configuration in Apache/Tomcat environment.

Web Interaction Designer | NOW HRD Group, Seoul (5/04 to 8/04)

- Elicited requirements and designed web interface for Corporate Sustainability Management online course.
- Brainstormed and organized design ideas and solutions for the online course resulting in the development of storyboards capturing both GUI and user interactions.

Usability Engineer | E-RUN.NET, Seoul (6/01 to 1/02)

- Participated in the development of web based learning tools.
- Performed usability analysis and testing on current interface.

Research Assistant | Korea Education and Research Information Service, Seoul (3/00 to 12/01)

- Participated in The Information and Communication Technology Project to improving and developing web based learning tools.
- Performed usability analysis on an existing learning tool and redesigned UI accordingly.
- Wrote use case scenarios and storyboards in improving its UI.

Laboratory Assistant | EWHA WOMANS University, Seoul (12/99 to 12/00)

- Participated in The Brain Korea 21 Research Project to developing online collaboration and knowledge support system.
- Redesigned GUI and interaction styles for existing laboratory and project websites.

SKILLS

- Operating Systems: Windows, UNIX, LINUX
- Languages: C, C++, HTML, Java, JavaScript, Servlet, JSP, LISP, ASP
- Tools: Adobe Photoshop, Adobe Illustrator, Macromedia Flash, Visual Studio
- HCI Methods
 - Ethnographic Methods
 - Contextual Design & Inquiry
 - Think Aloud User Studies
 - Personas, Scenarios, and Storyboards
 - Interviews and Surveys
 - RITE Studies
 - Paper Prototyping
- Additional skills
 - Excellent in thinking from user's perspective and visualizing ideas along with strong technical background.
 - Ability to work effectively in a team environment as well as independently.
 - Able to organize and prioritize busy works.
 - Fluent in both Korean and English.

PORTFOLIO <http://activecampus2.ucsd.edu/~syahn>