
Education

Korea University **BFA, Industrial and Information Design,
Division of Art and Design**
March 2013-Aug 2017

Honors

- **IF Award_Finalist** Mar 2022, Germany
- **IDEA AWARD_Finalist** Aug 2022, US
- **IDEA Award_Finalist** Aug 2019, US
- **Kros Red Show_Finalist** Jan 2019, Korea
- **Spark Award_Platinum** Dec 2018, US

Tools

2D Illustrator, Photoshop, Indesign
3D Rhinoceros, Keyshot, Creo, Solidworks
+ Comfy UI

Language

Korean Native
English Advanced (TOEIC 940)
Japanese Beginner
French Beginner (Delf A2)

Professional Experience

Industrial Designer **Sidiz (Fursys group)** **AUG 2019 - Current**

- Participated a collaboration project with Vincent van Duysen. (2020.04-2021.04, IDEA 2022)
- Leading a BTS collaboration outdoor chair project (2021.04-2022.04)
- Leading and participated gaming chair projects (2020.04- current)
- Leading collaboration projects with Claudio Bellini Studio (2020.04-Current)
- Participated several marketing projects
- Leading several production efficiency improvement projects

Research Scientist **Korea Institute of Science and Technology** **Oct 2017-AUG 2019**

- Researched and Designed UX Solutions for wearable robotic devices
- Developed Human-centered UX solutions with emerging technologies
- Conducted 3D prototype for consumer research
- Applied for and Received awards
- Developed mock-up model to verify UX solution
- Verified Wearable Robot Design Solutions through User tests
- Co- worked with engineers, Occupational therapist and other designers

Start-up **Swallowtale** **December 2016 - May 2017**

- Designed web/apps for Fashion start up company, Swallowtale
- Developed Commercial UI design theme by seasonal concept

Research Student **Korea Institute of Science and Technology** **June 2017-Aug 2017**

Media Interaction for magical Experience Lab (Mimlab) **Korea University** **April 2015-Aug 2017**

- Researched for UX guideline with various types of design methodology.
- Developed User research method to discover problems and solutions for specific design.
- Designed effective workshops for ideation.
- Analyzed research results with graphics and videos.
- Verified discovered UX solutions through prototypes.

Intern **Moha Environmental Design Studio** **May 2013-December 2014**

- Created Digital prototype for Media Arts using Photoshop, Illustrator

Projects

Development of Side-Bot Implementation Technology for Cas-X | KIST | 2017.10.01- |

- Generated Digital Rendering of Prototype Concept Robot prior to the development of cooperative robot technology for senior class.
- Developed Robotic UX Scenarios and Concepts in Smart Home Environment

Development of the Analogically-Based Motion Intentions and Touch Display Technology for Senses and Exercise | KIST | 2017.10.01- |

- Designed user-friendly UX and product for patients with partial hand amputation
- Produced product prototypes and tested robots by verifying users with thumb/index finger for amputation patients
- Designed and applied UX scenarios throughout user-centered adoption and use of the robot

@ BFA Course

Mobile AR user analysis and experience discovery

| Korea University X Samsung Electronics | 2017.04.03- 2017.06.12 |

Verification of UX usability and Suggestion for UI Improvement of Bidet controller

| Korea University X Coway | 2016.12.22- 2017.01.31 |

Research and validate touch-based Digital Radiography interaction elements

| Korea University X Samsung Electronics | 2016.03.21- 2016.06.24 |

Smart Quantum communication research (ITRC)

| Korea University X ITRC | 2015.06.01- 2016.12.31 |

Accessibility Checklist UX Element Verification

| Korea University X Samsung Electronics | 2015.04.27- 2015.08.11 |

Exhibitions

Kros Red Show 2018, Pyeonchang, Korea

HCI Korea Conference Creative Award

2017, Pyeonchang, Korea

Korea university Graduation Exhibition Show

2016, Seoul, Korea

Papers

- Gu-Cheol Jeong, Yoeun Kim, Woo-seong Choi, Gangyong Gu, Hyun-Joo Lee, Man Bok Hong, Keehoon Kim*, "**On the Design of a Novel Underactuated Robotic Finger Prosthesis for Partial Hand Amputation**", International Conference on Rehabilitation Robotics (ICORR), 2019, accepted