

JOHN KOH

[UX DESIGNER]

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Seeking UX / Product Design internships for Summer 2017

EDUCATION

Georgia Institute of Technology, Atlanta, GA

MS in Human-Computer Interaction GPA 4.0 | 2016 - 2018

BS in Computer Science with Minor in ID Honors | 2012 - 2016

EXPERIENCE

Samsung Electronics @ Seoul, South Korea

UX Designer | 2016

- ▶ Designed and generated seamless and program-friendly motion design clips to be implemented in the next flagship model using After Effects.
- ▶ Designed and created high fidelity demo clips for a Smart Watch app with special focus on microinteraction motion designs through After Effects.

Georgia Institute of Technology @ Atlanta, GA

Undergraduate Researcher | 2016

- ▶ Solved the issue of clustered large sets of data by designing and implementing an info viz tool with Processing.
- ▶ Conducted research with young children to test spatial cognitive awareness with the use of an Augmented Reality smartphone game.

Proximiant @ Mountain View, CA

Software Engineer | 2013

- ▶ Developed python algorithms for character recognition in photographic receipts with OCR increasing accuracy from 42% to 87%.
- ▶ Carried out extensive research into currently trending mobile applications focusing on Interface Designs and Usability.

Adidas @ Herzogenaurach, Germany

Research Engineer | 2010

- ▶ Provided Technical support in material testing in varying replicated weather conditions with focus on tensile strength and elasticity of the Jabulani, the official match ball of the 2010 World Cup.

PROJECT

OWNIT! *Convergence Innovation Competition*

- ▶ OWNIT is a competitive and interactive game for the family that allows the players to learn about the energy usage of everyday household items through RFIDs, turning you home into a board game.

SKILLS

Motion Design

After Effects

UI Design

Sketch

Photoshop

Illustrator

Non-Digital Design

Sketching

Layout

Rendering

Storyboarding

Info Graphics

Prototyping

Invision

Balsamiq

Axure

Framer JS

Fusion360

AndroidStudio

Programming

Python

Java

C

Processing

HTML

UX Research

Affinity Mapping

Contextual Inquiry

Heuristic Evaluation

Usability Testing

Task Analysis