

DONGWHI YOO

UX Designer · VR/AR Developer

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I am experienced in dealing with emerging media, such as physical computing, 3D projection mapping, and virtual/augmented reality. My favorite part is working together with people who have different viewpoints and work processes. If I am not in front of my laptop and VR headsets, you may be able to find me in the Georgia Tech swimming pool or Piedmont Park in Midtown, Atlanta.

EXPERIENCE

Graduate Research Assistant

Jan 2017-present

Georgia Institute of Technology

Work with IMAGINE (Interactive Media Architecture Group in Education) Lab on augmented reality architectural simulation projects (Unity3D and HoloLens)

UX Designer

Jan 2015-Aug 2016

Team VOID

Designed media installations using KUKA robot arms for Gentle Monster ·
Designed mockups and wireframes for NIKE Korea promotion website

Graduate Student Researcher

May 2012-Dec 2014

Institute of Convergence Science at Yonsei University

Coded interactive part of an advertising campaign for Lotte mall · Created video content for public art installation (Edinburgh International Festival, Scotland)

SELECTED PROJECTS

Grocery HelpAR

Georgia Institute of Technology

Conducted contextual inquiries with six international students to find their problems when they go grocery shopping · Created prototype mobile application helping international students not accustomed to grocery shopping in the US

Controller Holder VR

Georgia Institute of Technology

Developed user interface for virtual reality headsets which shows virtual controller holder to prevent users from dropping their controllers after enjoying room-scale VR contents (Unity3D and HTC Vive)

RECOGNITIONS

Georgia Tech Convergence Innovation Competition

Georgia Tech Research Network Operation Center

Created augmented reality shopping assistant application using Unity 3D and Vuforia · Awarded 2nd place out of 60 submissions by judges who are professionals in several industries

EDUCATION

Human-Computer Interaction, M.S.

Georgia Institute of Technology 2018

Media Art, M.F.A.

Yonsei University, Korea 2014

Business Administration, B.B.A.

Seoul National University, Korea 2011

SKILLS

VR/AR Development

Unity3D
Vuforia
HoloLens
HTC Vive
Google Tango

User Research

Contextual Inquiry
Usability Testing
Ethnography
Survey Design
Heuristic Evaluation
Rapid Prototyping
Card Sorting

Code

JavaScript
C#
Arduino
HTML5 + CSS

Tools

Sketch
Axure
Framer
Invision
Adobe Creative Cloud