

EUNHYE KANG

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EDUCATION

Carnegie Mellon University, Pittsburgh, PA,
Entertainment Technology Center (ETC),
Master of Entertainment Technology, May 2021

School of the Art Institute of Chicago (SAIC), Chicago, IL
Bachelor of Fine Arts, emphasis in Photography, May 2018

Slade School of Fine Art, London, United Kingdom
Academic exchange, emphasis in Mixed Media, fall 2017

ACADEMIC PROJECTS

MUSEUM.LIVE, ETC, Visual Designer, Fall 2020

- In continuation of the Frick Museum Project in Summer: Developed a website and documentation for museum staff to execute live virtual experiences for their guests using a preferred live streaming platform.
- Designed a visual look-and-feel of the website, which meets the need of different users' group.

Safewell, ETC, UX/UI Designer, Spring 2020

- Delivered an immersive VR safety training program using Oculus Quest to train employees identify potential hazards on job sites.
- Designed 2d and 3d interfaces for more engaging and diverse training experience.

Interaction Design Overview, HCI, Interaction Designer, Spring 2020

- Created human-centered design projects through user research, rapid prototyping, storyboarding, wireframing.

Building Virtual Worlds, ETC, VR/AR UX/UI Designer, Fall 2019

- Collaborated with cross-functional team and created five interactive experiences using AR, VR in two-week design sprints.
- Learned rapid prototyping of virtual worlds using HTC Vive, Valve index, Kinect, Magic Leap.

RELEVANT WORK EXPERIENCE

UX Designer, The Frick Pittsburgh project (Summer Internship), 2020

- Designed a live virtual tour experience for 5 museums in Pittsburgh.
- Researched different user groups and stories: Interview, playtesting, prototyping, and design iteration.

Director of Photography, KUT film production (SAIC), 2014-2016

SKILLS

Design

Interaction Design · Illustration
Rapid Prototyping · Wireframing
Persona Profile · 3d Modeling
Storyboarding · Motion Graphics

Tools

Photoshop · Premiere pro
Illustrator · After Effects
Adobe XD · Figma
Unity · Blender · Cinema4d
Procreate · Perforce
Maya · Substance Painter

Platforms

HTC Vive · Oculus
Valve index · Kinect

Analog/Fabrication

Physical computing · Woodshop
Mixed media art · 3D printing
Photography (Analog/Digital)

Relevant coursework

Advanced photography and Film
Art and Technology Practices ·
Printmedia · Visual Story
Kinetic Sculpture