

# Jamie Jongmi Bae, UI/UX Designer

[jamiebae.design](http://jamiebae.design)

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## EXPERIENCE

### Treatspace, PA | [UX/UI Designer Intern](#)

May—Aug 2019

- Designed responsive user interfaces of web & mobile platform for medical referrals, clinical communities, user profile, and treatspace dashboard.
- Collaborated with the team for the overall UX process from research to prototyping and user testing.

### AxleHire, CA | [UX/UI Designer Intern](#)

May—Aug 2017

- Designed the landing webpage using HTML, CSS, Zeplin, which was presented to the stakeholders (engineers, and the executives).
- Designed rapid prototyping using Sketch and turned the design into specs and guidelines using Zeplin to effectively collaborate with the engineers.
- Prototyped the company's logo and presented to the engineers and the executive staff.

### Weber Shandwick, Seoul | [Creative Director Intern](#)

April—Aug 2016

- Designed conceptually for engaging digital content pages for social media advertising and collateral materials to deliver solid designs.
- Collaborated with the creative design team on the creation of digital advertising solutions effectively and quickly for the key clients (USMEF, Tetra Pak, Philips, OceanSpray, Kayak, and etc.)

## PROJECTS

### CMU ETC | [UX/UI Designer](#) | Jan — May 2019

- Created an interactive iPad application along with the client's current badging system to improve the student experience.
- Conducted user research, user interviews to understand the needs.
- Performed iterative user testings to refine the user interface until final desired design set.

### CMU ETC | [Interaction Designer & Artist](#) | Aug — Dec 2018

- Created interactive VR&AR game experiences in an agile environment with interdisciplinary teammates.
- Improved rapid prototyping skill through design sprints and iterative process to quickly enhance the core design.

### Fithand | [UI/UX Designer](#) | Dec 2016

- Designed a service app that helps with matching the most suitable trainers and trainees anytime anyplace.

## EDUCATION

### Carnegie Mellon University

Master of Entertainment Technology

May 2020, Pittsburgh, PA

### Cranbrook Academy of Art

MFA, 2D Design

Aug 2018, Bloomfield Hills, MI

### School of the Art Institute of Chicago

BFA, Visual Communication Design

Merit Scholarship Recipient

Dec 2014, Chicago, IL

## SKILLS

Conceptualizing • Interaction Design  
Rapid Prototyping • Story Boarding  
UI/UX Design • Usability Testing  
User Research • Visual Design  
Web Design • Wireframing

## TOOLS

### Design

Adobe CC • Sketch • Figma • Maya • Unity

### Prototyping

InVision • Principle • Framer

### Coding

Zeplin • HTML • CSS

## RELATED COURSES

HCI for Technology Executives 2019

Overview of Interaction Design 2019

Building Virtual World 2018

Envisioning info: Analysis/Display 2014

## ACTIVITIES

Graduate Student TA CMU Fall 2019

Mercedes Benz Selection, CAA 2018-19

Easy Come Easy Go, Forum Gallery 2017

Detroit Art Book Fair, OCT 2017

International Representative, CAA 2017-18