

# Ashley Junghee Koo

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## Objective

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Seeking a **full time** opportunity as a **UX / UI** designer.  
Experienced as a visual development artist and product designer for more than 4 years.

## Education

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Entertainment Technology Center (ETC), Carnegie Mellon University	Pittsburgh, PA
Master of Entertainment Technology (MET)	Aug. 2015 ~ May. 2017
Art Center College of Design	Pasadena, CA
Bachelor of Fine Art (BFA), Illustration & Entertainment Design major	Sep. 2004 ~ Dec. 2008

## Skills

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**UX Tool:** Invision, Sketch, Balsamiq, Tableau, Muse

**Programming Language:** HTML, C, Visual Basic, Java Script, JQuery, CSS

**2D Software:** Photoshop, Illustrator, Painter, Auto-cad

**3D Software:** Maya, 3ds Max, Sketch-Up, Z-Brush, Mud-box, Revit Architecture (BIM), V-ray, Mental Ray, Rhino 3D, Cinema 4D, Unity Modeling

**Editing & Animation Software:** After Effects, Premiere, Flash

## Projects

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<b>Project Clutch at ETC</b>	Pittsburgh, PA
Game Designer, UX / UI Designer, Co-Producer	Aug. 2016 ~ Dec. 2016
• Working with SAE International. Our team developed interactive game for recent college graduate and new hire of engineers to improve their teamwork, project management skills. I contributed as a UX researcher, and game designer. Also, I worked as a branding, UI artist.	

<b>Project Aristeia at ETC</b>	Pittsburgh, PA
Branding Artist, UX / UI Designer	Jan. 2016 ~ May 2016
• Worked with Children's Museum of Pittsburgh's Learning & Research department. Suggested professional development card deck to support teaching artist in MAKESHOP of the museum. Worked as a UX researcher, also branding design lead to develop card deck package kit.	

<b>Building Virtual Worlds at ETC</b>	Pittsburgh, PA
Artist Role	Aug. 2015 ~ Dec. 2015
• Learned rapid prototyping skills in a virtual world, working in 5 member student teams, and creating 5 virtual worlds in 2 weeks of rotations.	

## Experience

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<b>Infosys Limited</b>	Palo Alto, CA
Senior Interaction / UX Design Coop	Jan. 2017 ~ May 2017
• Working on future system design in telecommunication industry	
Senior Interaction / UX Design Intern	June 2016 ~ Aug. 2016
• Created game interactions as a part of AI digital farm and data visualization	
• Researched future systems in 6 different industries and suggested visual concepts	

<b>Him Contents Inc.</b>	Seoul, South Korea
Art Director	Aug. 2011 ~ Jan. 2014
• Children's e-book projects for the mobile (IOS) application	

<b>Ani-Funny Inc.</b>	Seoul, South Korea
Senior Designer	Apr. 2010 ~ Apr. 2011
• Concept development of theme parks and 3D environment building. Suggested and developed location based theme park design projects for local government of South Korea	

## Competition

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<b>2016 Disney Imaginations design competition</b>	Glendale, CA
• Participant	Oct. 2015 ~ Dec. 2015

## Ashley Junghee Koo

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Feb. 6th, 2017

Hiring professionals  
UX / UI designer, full time position  
USA

Dear hiring professionals

I would like to introduce myself. As a UX, UI designer, I have key strengths like strong design foundation and high quality 2D, 3D, and prototyping skills. I studied illustration and entertainment design at the Art Center College of Design in Pasadena, CA. After graduation, I have worked as a visual development artist and theme park designer for more than 4 years.

To expand my career into a more technical side, I am attending the Entertainment Technology Center, a graduate school of Carnegie Mellon University. I had learned about rapid prototyping skills from a course called "Building Virtual Worlds", working in 5 members of student team, and creating 5 virtual worlds in 2 weeks of rotations. Another school project was a location based museum project by "Children's Museum of Pittsburgh". Through this project, I developed strong foundations of human centered user experience design process from persona type survey to professional development.

During my summer internship at Infosys Limited, Palo Alto, CA, I had worked in a strategic design and prototyping team. Infosys is an IT consulting firm and provides strong IT infra structure, so I could freely design the user experience and prototyping related to IT technology such as VR, and AR, and artificial intelligence, and data visualization.

My superpower is to make every design meaningful and beautiful. I have an ability to make the atmosphere transformed in an authentic and positive way. I have an open mind to embrace the raw materials of uniqueness and make those harmonious. I am all the time interested in unique problem solving projects. If I work for your prestigious company, I will give full inspirations to the team members and design the experience for the user initiatives.

I would like to assure you that I am very excited by this full time opportunity in your company. I am extremely motivated to pursue this opportunity and will devote supreme energy to useful and successful contribution if I am hired.

I am capable of both 2d, and 3d, also able to use prototyping tools including C, Java Script, JQuery. My key abilities and skills are the following:

- Photoshop, Illustrator, Painter, InDesign
- Maya, Max, Sketch-Up, Cinema 4D, Z-Brush, Mud box, Mental Ray, V Ray, Unity, AutoCad, Revit Architecture, Rhino 3 D
- Invision, Sketch, Balsamiq, Tableau
- Html, C, Java Script, JQuery, Visual Basic, Dream Weaver, CSS
- After Effects, Real Flow, Premiere, Flash, Auto Cad, Unity Modeling

Thank you for your time and consideration. You can reach me anytime at [412-209-8249](tel:412-209-8249) or [jungheek@andrew.cmu.edu](mailto:jungheek@andrew.cmu.edu). I look forward to hearing from you.

Sincerely,

Ashley Junghee Koo

Enclosure