ARIM YOON

User Interface design
Visual design

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HONORS

National scholarship holder
Korea Creative Content agency
The Webby Awards 17th
'Official honoree'
MOBILE SITES & APPS
Utilities & Services (Handheld Devices)
International Academy of Digital Arts
and Sciences (IADAS)

EXHIBITIONS

SomNote
Tech Crunch Disrupt
Mobile World Congress
App Nation Conference
Korea Mobile Start Up Showcase

SKILLS

Tools	Design
Photoshop	Visual design
Illustrator	Graphic design
Indesign	Interaction design
Premiere pro	Communication design
Maya	Information design
InVision	Motion design
Axure	Illustration
	Photography

EXPERIENCE

Intuit | MAY 2015 - AUG 2015 | San Diego, CA, US
Visual and Interaction Design Intern
· Created UI and flow for secure log in for Intuit products to make users log in with secure password
· Redesigned UI for PIN page for Turbotax and Mint app to secure and simple log in with touch ID
· Designed UI of Account History, Device log on Account Manager for TurboTax
· Created icons for CTO-Dev team

Wizard Works Inc. (Start-up Company) | MAR 2011 - MAR 2014 | Seoul, South Korea
User Interface Designer, Communication designer, Visual designer
· In charge of overall UX and UI design of SomNote
  Somnote: a cloud based notetaking app/daily active user: 83,000/awarded Webby award 2014
· Created UI, visual design, branding of SomNote for mobile, tablet and supporting web service
· Created communication design, web design, and package design of SomPen
· Developed designs for marketing purpose mobile applications for four major Korean companies
· Designed +30 mobile applications including games

Freelance Designer/Illustrator | Seoul, South Korea
Web designer, Illustrator
· Designed logo, characters and web for Datecube, an online dating service
· Designed the UI concept of Woog jin-Smart codi iPad app, a water purifier company in Korea
· Created illustration for 'Page by Page Lamp' with Tunapaper, a design studio in Korea
· Contributed illustrations for the magazine 'Jaeum & Moeum R', a literary magazine for teens

PROJECTS

Saving Hearts | JAN - MAY 2015 | Entertainment Technology Center, Pittsburgh, PA
UI Designer, Interaction Designer, Visual artist
· An educational iPad experience for people with congestive heart failure
· Designing communication, user interface elements, interaction
· Conducting design research for target elderly people

Building Virtual Worlds | AUG - DEC 2014 | Entertainment Technology Center, Pittsburgh, PA
UI Designer, Visual artist
· 5 virtual worlds, 1-3 week rotation, teams of 5, focusing on rapid prototyping and team work skills
· Created the artwork for the Microsoft Kinect based game 'Guardian of the Forest'
· Designed the artwork for the Oculus Rift based game 'Into the Deep'
· Developed the artwork and acted as a producer for the Jam-O-Drum based game 'Space Dodge'
· Generated the artwork for the Oculus Rift based game 'An Ant's Life'
· Created the artwork for the top-down projected video game 'Zoo Panic'

EDUCATION

Carnegie Mellon University | Class of 2016 | Pittsburgh, PA, US
Master of Entertainment Technology
Concentration: Interaction design, UI design, Visual art, Graphic design
Hongik University | Class of 2011 | Seoul, South Korea
Bacheler ofv Fine Art in Visual Communication Design
Awarded Hong-ik scholarship for 3 consecutive years
Swinbrune University of Technology | 2010 | Melbourne, Australia
Exchange student