



# Ashley Junghee Koo

Sr. UX / UI / Interaction Designer

## CONTACTS

### Phone

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### Email

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### Portfolio

AshleyKoo.com

Github.com/AshleyJHKoo

### LinkedIn

linkedin.com/in/AshleyJHKoo

## EXPERTISE

UX Design

UI Design

Interaction Design

Data Visualization

Front End Dev.

Visual Development

## SKILLS

Sketch, Adobe XD

Phtoshop, Illustrator

Invision, Tableau

WordPress, Magento

HTML, CSS

Javascript, JQuery

Python, Java, Swift, PHP, C

MySQL [phpMyAdmin]

Maya, After Effects

## OBJECTIVE

Highly skillful user experience designer who creates the meaning through design with optimized UX methodology and topnotch UI skills.

## EDUCATION

Carnegie Mellon University / Master of Entertainment Technology (MET)  
Pittsburgh, PA (Aug. 2015 ~ May 2017)

Art Center College of Design / Entertainment Design (BFA)  
Pasadena, CA (Sep. 2004 ~ Dec. 2008)

Hanyang University / Computer Science and Engineering (BS)  
Seoul, S. Korea (Mar. 1995 ~ Feb. 1999)

## EXPERIENCE

### UX / UI designer, project manager for the web development

*Turbo Air Inc. / July 2018 ~ Present / Long Beach, CA*

- Charged for the ecommerce website dev. project (one person role.)
- Magento, WordPress based CMS customization dev., ERP dev.

### UX / UI designer in web, mobile app. development

*Contract Based Projects / Nov. 2017 ~ June 2018 / San Jose, CA*

- Pet ecommerce site project (PettingPet Inc.)
- Foodfindr mobile app. project (Foodfindr mobile app.)
- Research based educational game project (CMU - NoRILLA.com)

### Sr. UX / UI desinger, UX researcher (Internship, Coop)

*Infosys Limited / (Jun. ~ Aug.) 2016 / (Jan. ~ May) 2017 / Palo Alto, CA*

- UX research, concept visualization for the future system design
- Game interaction, data visualization for the AI digital farming project
- Board game & interaction design for the banking industry client

### UX researcher, designer, branding lead

*Children's Museum of Pittsburgh / Jan. 2016 ~ May 2016*

- Collaboration with Learning & Research team at the museum
- Performed thorough UX processes such as ground truth, factor analysis.
- Developed the visitor archetype model called Learner Behavior Model
- Released approved open source of the card deck package

### UX / UI designer for the educational mobile app. development

*Himcontents / Aug. 2011 ~ Jan. 2014*

- Educational mobile app. dev. project in IOS platform
- Won the prize awarded by the S. Korean prime minister
- Performed the UX, UI, interaction design