

Heekyoung Jung

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Objective

- Seeking a summer intern position in the field of interaction and interface design, which would apply new computing technologies for creative and affective qualities of user experience based on user-centered design approaches such as iterative prototype simulation and participatory design

Education

- PhD student in HCI Design, School of Informatics at Indiana University (*Fall 2006–Present*)
- BS (GPA: 3.75/4.3) and MS (GPA: 4.11/4.3) in Industrial Design at KAIST (the Korea Advanced Institute of Science and Technology, Government scholarship/ *Spring 1998–Fall 2003*)
- Exchange student at INSA de Lyon in France (*Fall 2000–Spring 2001*)

Work Experience

- **Hewlett Packard** (*Boise-Human Factors/ Dec 2007-Present*)
 - Principle investigator of a university-industry collaborative project
 - Background research on haptic interface applications
 - Focus group & individual user studies on touch screen interface with haptic feedbacks
 - Design GUI widgets with haptic feedbacks using Flash for user study materials
- **Altec Lansing** (*Milford, PA/ Summer 2007*)
 - User interface design consultant
 - Market research and interface analysis of competitive products
 - Design user interface of a new audio product (interactive prototypes using Flash)
- **SK Communications** (*Seoul, South Korea/ May-June 2006*)
 - User interface design consultant
 - Analysis and standardization of user interface and navigation structure of a social networking website (www.cyworld.co.kr)
- **Design Continuum** (*Seoul, South Korea/ Sep-Dec 2005*)
 - Design strategy intern
 - Design strategy for next generation mobile interaction based on the analysis of macro-environment (PEST) factors in relation with user behaviors and contexts of use
 - Corporate promotion video making for Seoul Design Festival 2005 at COEX
- **Korea Telecommunication Freetel (KTF)** (*South Korea/ April-Sep 2005*)
 - User interface & experience design consultant of a university-industry collaborative project
 - Participatory design workshop on mobile Internet applications (survey, brainstorming, paper prototype, usability test with a mobile phone emulator)
 - Standardization of mobile Internet user interface and navigation structure
- **Collaboration & Interaction Design Research Lab. at KAIST** (*Mar-Sep 2005*)
 - Assistant researcher
 - Field study of form-making tools for building a collaborative 3D design workspace

- Artists workshop to evaluate a prototype of 3D design tool
- **Samsung Electronics** (*South Korea/ Mar-Sep 2003*)
 - User interface design consultant of a university-industry collaborative project
 - Participatory design workshop on entertainment software (paper prototype, usability test)
 - Standardization of entertainment software user interface and information architecture

Technical Skills

- User research methods: Observation, Participatory Design, and Heuristic Evaluation
- Visual design skills: Adobe Photoshop, Illustrator and Alias Studio Tools
- Interactive multimedia skills: Adobe Flash (ActionScript) and Dreamweaver
- Programming and prototyping skills: HTML, Phidget Toolkit with Visual Basic

Publications

- Lim, Y., Donaldson, J., Jung, H., Kunz, B., Royer, D., Ramalingam, S., Thirumaran, S., Stolterman, E. "Emotional Experience and Interaction Design, Affect and Emotion in HCI", Springer Books, 2009 (To appear)
- Jung, H. and Connelly, K., "Exploring Design Concepts for Sharing Experiences through Digital Photography", Proc. of Designing Pleasurable Products and Interfaces, ACM Press, Helsinki, Finland, August 2007.
- Lim, Y., Stolterman, E., Jung, H., Donaldson, J., "Interaction Gestalt and the Design of Aesthetic Interactions", Proc. of Designing Pleasurable Products and Interfaces, ACM Press, Helsinki, Finland, August 2007.
- Jung, H., Nam, T. & Lee, H., "3D Modeling Interface with Air Spray: Field Study of 3D Model Making and Prototype Development", Presentation at alt.CHI 2005, Portland, USA, April 2005.
- Jung, H. & Nam, T., "Spray Modeling: Augmented Reality Based 3D Modeling Interface for Intuitive and Evolutionary Form Development", Proc. of International Conference on Artificial Realty and Telexistence, ACM Press, Seoul, Korea, 2004, (Honorable Mention for the Outstanding Paper)

Extra Activities

- Member of Creative Interaction Design Lab. (*Bloomington, IN/ Spring 2007 - Present*)
- Poster presentation at Indiana University Women in Science Research Conference, "Ambient Plant Pot: Subtly Stimulating Everyday Life" (*Bloomington, IN/ 2008*)
- Student volunteer for IEEE Pervasive Computing Conference (*Toronto, Canada/ May 2007*)
- Student volunteer for ACM SIGCHI (*San Jose, CA/ April 2007*)
- Student volunteer for ACM SIGGRAPH (*LA, CA/ August 2005*)
- Teaching web design (content design, information architecture, & user interface) for School of Media art & Technology at Kongju National University (*South Korea/ Spring 2005*)
- Teaching multimedia design (Flash, Dreamweaver, & Photoshop) for Digital Media Center at KAIST (*South Korea/ Summer 2005*)
- RESFEST Korea (Digital Film Festival), Selected finalist (*2002*)
- Korea Environment Design Competition, Honorable mentioned (*2002*)
- POSCO Steel Furniture Design Competition, Gold prize (*1999*)