



STACEY JAE HEE JANG

UX / UI DESIGNER FINDING SOLUTION

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EDUCATION

- Fall 2016 – Spring 2018 **Art Center College of Design, Pasadena CA**
Interaction Design
- 2013 – Spring 2016 **Art Center College of Design, Pasadena CA**
Graphic Design
- 2006 – 2010 **Namseoul University, South Korea**
BFA Graphic Design

ACADEMIC PROJECTS

- Summer 2017 **B & A (Believe & Achieve)**
Believe & Achieve was a team project for Interaction Design (UX research) class. Focused on user research and developing thinking process to find a right problem for the target and find the solution for that problem. Created OTT platform for low-income Americans.
- Fall 2015 **APEX (Product system with website that enhances track driving)**
Worked in a group of 4 people in the design studio class for interaction design for physical devices. Created product system that driver can mount on the dashboard and wear, and also designed website that is one of the APEX system.

WORK EXPERIENCES

- Jan 2017 **Internship at Honda R & D Americas, Inc.**
15 weeks internship, worked in a HMI team at Honda R&D. Worked for UI design for cluster or center screen inside of the car and UX research.
- 2010 – 2012 **Graphic designer at BCG Korea (Graphic Design Agency, South Korea)**
Worked in a team of 10 people in the design department work for promotional marketing for foreign countries. Created editorial design works like brochure, leaflet, poster, book, POP design and etc using Adobe Photoshop, Illustrator, and Indesign.
- 2008 – 2010 **Graphic designer at Han Kyung M&M (Publication company, South Korea)**
Worked in a design team of 5 people. Worked for a magazine called RICHE, which is a luxury magazine for VIP room in financial institution or other companies and also published a newspaper called Shi Jang for the people work at traditional market place.
- 2006 – 2007 **Art instructor at Art4m (Art Academy, South Korea)**
Taught teenagers practical skills such as how to draw and paint using various materials and how to come up with the idea for some subjects at a private art institute specializing college entrance exams.

SKILLS

- Software Adobe Photoshop, Illustrator, InDesign
After Effects, Cinema 4D, HTML, CSS, Processing
- Design UX / UI design, Branding, Visual design, Editorial design, Motion graphics
- Art & Craft Drawing and painting
- Languages Fluent in Korean, proficient in English.