604-790-4267

https://sooamo.github.io/portfolio_2025/index.html

sooa24@gmail.com

SKILLS

Design Tool

Figma, Adobe Photoshop, Illustrator, InDesign, Premiere, Visual Studio, Hootsuite

Design Method

Wireframing, Persona, Storyboarding, Userflow, **Usability Testing**

Software Development

HTML/CSS/JS GitHub, Java, Bootstrap

WORK **EXPERIENCE**

Simon Fraser University Graduate Studies

Aug 2023 - Aug 2024

Communications and Marketing Associate

- · Updated outdated internal forms using Adobe InDesign, aligning them with the latest brand guidelines and improving usability for both students and faculty through interactive textboxes and intuitive layouts.
- Managed website content by removing outdated information and maintaining accurate, up-to-date pages. Redesigned select pages with inconsistent structure or poor usability to enhance the user experience, using HTML/CSS within the Adobe Experience Manager (AEM) platform.
- Led the design of digital and print materials, including web banners, social media graphics, storefront visuals, and event posters, using Adobe Illustrator, Photoshop, and InDesign to support marketing and outreach.
- Revived an outdated internal HTML-based student profile generator by restructuring code for non-technical users, adding clear inline documentation, and developing a user manual and live demo to support team-wide adoption.

PROJECTS

FLUI Design Hackathon - Banana Art Lab

Feb 2025

UX/UI Designer

- Redefined the user experience by identifying key usability issues and aligning the redesign with client needs.
- Collaborated with the team to rapidly develop design assets in Figma, progressing from research, mood boards, and wireframes to low-fidelity prototypes and high-fidelity mock-ups.
- Created a final presentation slide deck and concept video to communicate the project's narrative, design process

Jadeco Sep-Dec 2024

UX Researcher & Graphic Designer

- Partnered with a jade home décor brand entering the Vancouver market to develop localized brand strategies based on field research and market observation.
- · Conducted retail research across Metro Vancouver to understand product presentation methods and consumer perception of jade in home décor settings.
- Designed and illustrated marketing storyboards proposing customer engagement ideas, including QR-linked thank-you cards and social media-based outreach. Co-authored the final brand communication guidelines, aligning visual tone with both cultural heritage and local market expectations.

Tatreez Feb-Apr 2023

UX/UI Designer

- Designed a digital cross-stitch web app supporting both beginners and experienced users, with Figma prototypes tailored to different skill levels and user goals.
- Conducted heuristic evaluations and user testing to iteratively refine the interface; incorporated feedback from peers and instructors through the CSI (Client-Student Interaction) process.
- · Mapped user journeys and interface logic using Activity, OOP (Object-Oriented Programming), and Sequence diagrams to ensure clear task flows and system behavior.

EDUCATION

Simon Fraser University

Interactive Arts and Technology, BSc.

Jan 2021 - May 2025

Languages

Korean - Fluent

• English - Proficient

Co-operative Education

Concentration in Design and Interactive System

Interests

Drawing

Video Games