

## JAY HONG

User Experience/ Interaction designer

jay.mediadesign@gmail.com  
www.jaystal.com  
626-693-4803

### ACADEMIA

**Art Center College of Design** April 2016  
Master of Fine Arts (MFA), Media Design Practices / Lab

**Rhode Island School of Design** June 2011  
Bachelor of Fine Arts, Illustration

### PROFESSIONAL EXPERIENCE

#### **Samsung Research America\ Think Tank Team**

User Experience Intern  
September 2016 - Current / Mountain View, CA

- Researching and brainstorming new ideas and valuable insights
- Creating new product experiences from interaction prototyping to pixel-perfect design
- Designing and testing Android OS UX/UI for discovering new opportunities and challenges.
- Working cross platform products including mobile, tablets, TV, and wearables.

#### **TBWA\Media Arts Lab**

Creative Intern  
May - August 2015 / Los Angeles, CA

- Work in interdisciplinary media environment
- Collaborate with different teams on projects and provide cross platform designs
- Work on strategic concepts and ideas
- Video productions and motion graphics designs

#### **The Laboratory of Speculative Ethnology**

Design Researcher  
May - July 2014 / Los Angeles, CA

- Assisting professor Elizabeth Chin, in researching and developing the concept of anthropologist as aliens
- Creating rapid prototypes and wearables with arduino and sensors to discover various ways of documentation
- Field researching and interviewing the modern cities, wearing loud patterned lab coats

#### **Disney Publishing Worldwide**

Digital Book Designer  
August 2011 – July 2012 / White Plains, NY

- Marvel film tied in sticker books and collaborated books
- Worked on over 40 Tier 1 eBook
- Designer for Custom Digital Book, eBooks with working activity and high quality drafts for idea pitching
- Participated in 2 major hit series print books

### ACADEMIC PROJECT

#### **Microsoft - Radical Sensing**

Design Researcher  
May - July 2015 / Los Angeles, CA

- Sponsored by Microsoft, exhibited in 2015 Microsoft Design Expo
- Awarded with Best Overall Award
- A body of work at the intersection of wearable technology, olfaction and performance research
- Directed use-case scenario film
- Created 3d printed & physical computing prototypes
- Conducted performance research (“performance prototyping”)

#### **Jaguar and Intel - New Car Experience**

Design Researcher  
March 2014 / Los Angeles, CA

- Sponsored by Jaguar and Intel
- Researching on car safety features, sensors, and pre-accident prevention
- Created a narrative animation for the future experience

### AWARDS

**Red Dot Winner Security Category**  
June 2016

**Red Dot Winner Smart Device Category**  
June 2016

**SXSW Student Innovation Finalist**  
March 2016

**2015 Microsoft Design Expo  
Best Overall Award**  
July 2015

**Media Design Practices Thesis Scholarship**  
April 2015

### EXHIBITION

**Microsoft Design Expo 2015**  
Panelist  
July 2015

**Microsoft Imagine Cup 2015**  
July 2015

**SXSW**  
August 2015

### SKILLS

#### **Computer Software**

- Solidworks
- Unity
- Sketch
- Adobe Creative Suite
- Flinto
- InVision

#### **Computer Language Knowledge**

- C++
- Javascript
- HTML
- CSS

#### **Computer Hardware**

- 3D Printing
- Arduino
- Sensors

#### **Design**

- Illustration
- Graphic design
- Animation/ Motion graphic

#### **Language**

- English
- Korean
- Spanish