

LOAM SHIN

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objective

Seeking a full time job in UX/UI after graduation in December 2023. Aiming to utilize my technical skills in programming, design, user experience, UX research, and accessibility. I've also acquired extensive knowledge in consumer brand experience and front-end coding.

experience

Co-op UX Research Assistant | Center for Accessibility and Inclusion Research

JAN 2023 - present (ROCHESTER, NY)

I work on a project funded by Google involving the application of a traditional protocol (think-aloud) on deaf users to produce real-time feedback and investigate ways to improve the protocol to be accessible for deaf people.

- Read scientific research publications in the fields of computing accessibility and summarize literature in the field, as necessary, for this project and produce data-driven recommendations based on findings.
- Design, conduct and analyze research studies employing a variety of methods including surveys, interviews and focus groups, as well as usability and methodological studies

UX/UI Intern | 1-800-Flowers.com, INC

JUN - AUG 2022 (JERICHO, NY)

I worked on existing and future UX features to enhance user experience across product brands on a mobile platform, and the work has been in the realms of interaction design, UI design, and prototyping, in collaboration with cross-disciplinary team to deliver new features.

- Led user-centered and visual designs for e-commerce product detail pages including SKUs features which led to an increase in conversion rates and user experience by 10% (currently under live testing). Created sitemaps and prototypes to advance design interactions.
- Responsible for user research, A/B testing, information architecture, prototyping.

UX Analyst | Center on Access Technology at RIT

JAN - MAY 2022 (ROCHESTER, NY)

I worked on improving an educational game app, PopSign, in collaboration with Google, that focuses on teaching American Sign Language to hearing parent with deaf children.

- Created mockups and prototypes to implement game tutorials that enhance the player experience and improve their understanding of PopSign's gameplay, intergrating with Unity platform.
- Identified UX problems and worked closely with the development team upon the release in March 2022.

education

Rochester Institute of Technology

BS in Human-Centered Computing

3.6 GPA

Anticipated Graduation: DEC 2023

skills

Front-End Development

Responsive Design

UX/UI Design

Prototyping

Wireframing

Visual Design

User Research & Testing

tools

Figma

Adobe XD

Photoshop

Illustrator

inDesign

Github

Google Analytics

programming

HTML / CSS / JS

Kotlin

Python

Java