

YEJIN CATHY PARK

User Experience Researcher and Designer with a Master's in Design Engineering and extensive experience in user research, digital accessibility, and information architecture. Skilled in user interviews, usability testing, and creating high-quality artifacts like personas and journey maps. Adept at transforming research findings into actionable insights for product development.

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ACHIEVEMENTS

2019 James B. Angell Scholar

2017 Nam Center Fellowship

2016 EECS 183 (Elementary Programming Concepts Showcase - Grand Prize Winner

UX & HCI SKILLS

User Research
Usability Testing
User Flow Analysis
Wireframing
Prototyping
Data Visualization
Interaction Design
Product Design
Web Accessibility
Information Architecture
Data Analysis

DESIGN TOOLS

Adobe Creative Suite
InVision
Sketch
Figma
Zeplin
HTML/CSS
Python
R
MySQL
GitHub
Final Cut Pro
Google Analytics

LANGUAGE

English *fluent*
Korean *fluent*

WORK

Student Experience Communications Graduate Assistant | Harvard University

Cambridge, MA | Dec 2022 - May 2024

- Led user research efforts for digital accessibility improvements, conducting user interviews, surveys, and usability testing to gather actionable insights.
- Created wireframes and prototypes using Figma and Sketch, enhancing user engagement by 200% through strategic communication and robust data analytics.
- Analyzed and synthesized findings from user research to produce personas, journey maps, and high-fidelity prototypes that informed product development.

UI + UX Designer | WalkyDoggy Inc

Seoul, South Korea | Feb 2021 - June 2021

- Conducted user research to identify user needs and preferences, leading to the design and development of user interface prototypes using Sketch and Zeplin.
- Implemented usability testing and user flow analysis with tools like Google Analytics and Firebase, improving user engagement and conversion rates by 40%.

Health Informatics Designer | University of Michigan Medical School

Ann Arbor, MI | July 2019 - Feb 2021

- Developed and implemented accessible web content, conducting user research to ensure compliance with accessibility standards and enhance user interaction.
- Managed multiple content platforms including Drupal and WordPress, optimizing user experience through continuous feedback and data-driven improvements.

UI + UX Design Intern | Day2Life Inc.

PanGyo, South Korea | May 2018 - July 2018

- Conducted extensive user research including user interviews and usability testing to inform the design of responsive web layouts.
- Created wireframes and prototypes using HTML/CSS and JavaScript, enhancing digital accessibility and user experience through innovative UI solutions.

RESEARCH

UX Researcher | University of Michigan

Professor Gabriela Marcu | Ann Arbor, MI | Dec 2018 - April 2019

- Led comprehensive user experience research for a smartwatch intervention, employing qualitative and quantitative methods to gather actionable insights.
- Transformed research findings into high-quality artifacts like personas and journey maps, significantly improving user engagement and educational outcomes.

Research Assistant | University of Michigan

Professor Douglas Van Howeling | Ann Arbor, MI | Oct 2017 - April 2018

- Managed documentation and data analysis for an NSF-funded project, systematically organizing biographical data and cross-references to enhance research accuracy.
- Synthesized complex data sets from interviews, contributing to comprehensive research reports that highlighted key developments and achievements.

EDUCATION

Master in Design Engineering | Harvard University

Aug 2022 - May 2024

Coursework: AI & ML in Engineering Design; Introduction to Data Science, AI for Mental Health; Methodologies in Design Engineering, Marketing Innovation; Innovation in Science and Engineering; Paper or Plastic: Reinventing Shelf Life in the Supermarket Landscape

B.S. in Information, Minor in Applied Statistics | University of Michigan

Aug 2015 - May 2019

Coursework: Needs Assessment and Usability Evaluation; Digital Product Design, Models of Social Information Processing; Experiment Design and Analysis; Building Interactive Applications; Putting the H in HCI: Human Perception, Cognition, and Mental Processes; Applied Statistical Methods II