

HYUN JONG WON

AR & VR PRODUCT DESIGNER

Website: <http://wontwothree.net>

Email: howard.hj.won@gmail.com

LinkedIn: <https://www.linkedin.com/in/hywon/>

- Designer with 5+ years of experience crafting digital and physical realities. Former architect. Drummer

SKILLS

Product Design
Game Design
Interaction Design
UI/UX Design
Experience Design

Rapid Prototyping & Iteration
User Journey Mapping
Lo-fi & Hi-fi Wireframing
Product Management

TOOLS

3D
Unreal 4 + Blueprint
Unity 3D + C#
Autodesk Maya
Cinema 4D
McNeel Rhinoceros

2D
Adobe Creative Suite
Sketch, Figma
InVision
AutoCAD

Management
JIRA + Confluence
Source Control (Git, Perforce)

ACHIEVEMENTS

Conference Fund Selectee (x2)
Carnegie Mellon University
Semi-Finalist
Walt Disney Imaginations 2018
Finalist
MasonryWorx Competition
Top 10 Finalist
Place and Displacement Competition
Diversity Scholar
FITC Toronto Conference 2018
International Co-op Award (x3)
University of Waterloo
Design Studio Award (x2)
University of Waterloo

EXPERIENCE

Game & Product Designer

Penumbra Inc 2019.01 - Present

- Designed, prototyped, and polished gameplay mechanics for stroke therapy in VR.
- Implemented modular difficulty and progression systems using Unreal.
- Coordinated, documented, and delivered proprietary SDK to external developers.

Indie Game Developer

Self-Employed 2018.09 - Present

- Designed and prototyped Cosmos, an anonymous mobile app for emotional catharsis.
- Created combat, narrative, and exploration levels based on major game franchises.
- Designing Keep Me Alive, a mobile game about a blood cell exploring the human body.

Interaction Designer & Prototyper

Eberly Center for Educational Innovation 2018.09 - 2018.12

- Designed and prototyped interaction mechanics for practicing public speaking in VR.
- Researched, ideated, and developed core user experience targeting major pain points.
- Deployed in academic research studies and results later published in research papers.

Graduate Teaching Assistant

Entertainment Technology Center 2018.08 - 2018.12

- Co-instructed first-year graduates in game development pipeline and asset production.
- Authored course materials on game design, character animation and environment art.

Puzzle & Experience Designer

Entertainment Technology Center 2018.01 - 2018.05

- Designed and prototyped modular, collaborative puzzles with maximum extendability.
- Designed mobile app UI and prototyped corresponding interaction mechanics.

Architectural Designer

Without Walls Limited 2016.01 - 2016.05

- Designed and presented a 40-acre redevelopment proposal to the city of Thunder Bay.
- Secured the company's first major client after pitching several design proposals.

Architectural Designer

UNStudio 2015.01 - 2015.09

- Involved in, and led one of four high-profile, international competition projects.
- Designed corporate headquarters, cultural museums, and commercial shopping malls.

EDUCATION

Master of Entertainment Technology

Carnegie Mellon University 2017.08 - 2019.05

Bachelor of Architectural Studies, Honours Co-op

University of Waterloo 2011.09 - 2016.08