

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 & Developer with 8+ yrs of experience crafting digital and physical realities. Former architect.

SKILLS

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

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

TOOLS

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

2D
Adobe Creative Suite
Sketch, Figma
Javascript (P5.js)
AutoCAD

Management
JIRA + Confluence
Source Control (Git, Perforce)

ACHIEVEMENTS

Snap Spectacles Fellow
Snap Inc
Oculus Launchpad Fellow
Facebook Oculus
Semi-Finalist
Walt Disney Imaginations 2018
Finalist
MasonryWorx Competition
Top 10 Finalist
Place and Displacement Competition
International Co-op Award (x3)
University of Waterloo
Design Studio Award (x2)
University of Waterloo

EXPERIENCE

XR UX Design Prototyper

Samsung Research America 2021.08 - Present

- Ideate, research, design, and prototype proof-of-concepts for emerging devices.
- Collaborate with engineers and PMs to produce end-to-end mixed reality experiences.

VR Game Designer

White Elk Studio 2021.03 - 2021.11

- Part-time freelance role; designed and developed puzzles for an unannounced VR title.
- Scripted and polished gameplay mechanics and systems using Unreal.

VR Game & Product Designer

Penumbra Inc 2019.01 - 2021.08

- 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.

Launchpad Fellow

Facebook Oculus 2020.09 - 2021.02

- Selected in a cohort of 100 promising VR content creators to deliver working prototypes.
- Prototyped a total of 10+ PoCs exploring hyper-casual genre games in VR.

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.

Architectural Designer

Without Walls Limited 2016.01 - 2017.05

- 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.

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