



HANJOO

KWAK

Product Designer
Los Angeles

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SKILLS

Competency

Architecture
UX/UI Design
Visual Design
Photography
Videography
3D modeling
Game Design

Software

Figma
Sketch
Invision
Anima 3.0
Principle
Illustrator
InDesign
Lightroom
Photoshop
Premiere Pro
Maya
Autocad
Rhino
Unity
Unreal Engine

Languages

Korean
Spanish

ABOUT

A Freelance UX Designer based in LA. Experienced Freelance Photographer with a demonstrated history of working in the photography industry. Skilled in Game Design, Photography, Adobe Creative Suite, Rhino 3D, and Maya. Strong arts and design professional with a focus in Architecture at Syracuse University.

EXPERIENCES

Parapet / UX Designer & Creative Director

Remote / November 2020 - March 2021

Worked with a small startup team in creating a dashboard application for self-managed co-op spaces. Lead the branding and development and created logos, style guides, and visual assets.

Kensho Health / User Experience Designer

Los Angeles, CA / July 2020 - Aug 2020

Designed a desktop and mobile platform that guides and promotes holistic health through experts and specialists. Created marketing assets for advertising and investors.

General Assembly / Instructional Associate

Los Angeles, CA / July 2020 - Oct 2020

Help grade assessments, answer questions, create spaces of interactive learning and generally be the helping hand to the Instructors. Provide support for students throughout the course.

Covid-19 Relief Work / Product Designer

Los Angeles, CA / Mar 2020 - Present

Worked with a team that reached out to small business and provided pro bono services to help support individuals struggling during the quarantine by creating e-commerce websites.

Intermission Education / Lead Designer

Los Angeles, CA / 2020

Designed a mobile platform that bridged the gap between athletes and educators, helped athletes make career transitions, and provided support for educators to guide athletes.

Freelance / Photographer, Videographer, Product & Graphic Designer

Los Angeles, CA / May 2015 - Present

Curated content for various clients (ie. weddings, modeling, restaurants, graduations, products, architecture, music videos, events, concerts) Curated UX and UI design decisions for clients on platforms ranging from mobile, to AR, to web.

PROJECTS

Amoeba Music Website Redesign

Three Week Sprint

Redesigned Amoeba Music's website using multiple research strategies to simplify the layout of the website and to rebrand the elements representing Amoeba.

Hammer (Made in LA) AR Mobile App Design

Two Week Sprint

Created an interactive mobile AR experience for users to view art through a new lens at locations all over LA and build awareness and excitement around Made in LA 2020

EDUCATION

General Assembly / UXDI Bootcamp

Los Angeles, CA / Dec 2019 - March 2020

Syracuse University / School of Architecture

Syracuse, NY / Aug 2015 - May 2019