



Yumin Jung

I am an engineer who places high value on UX/UI. My areas of interest include UX, WebGL, and Front-end development.





Design 01

Redesign Bill Experience

Design project in HCI.

Figma / UX

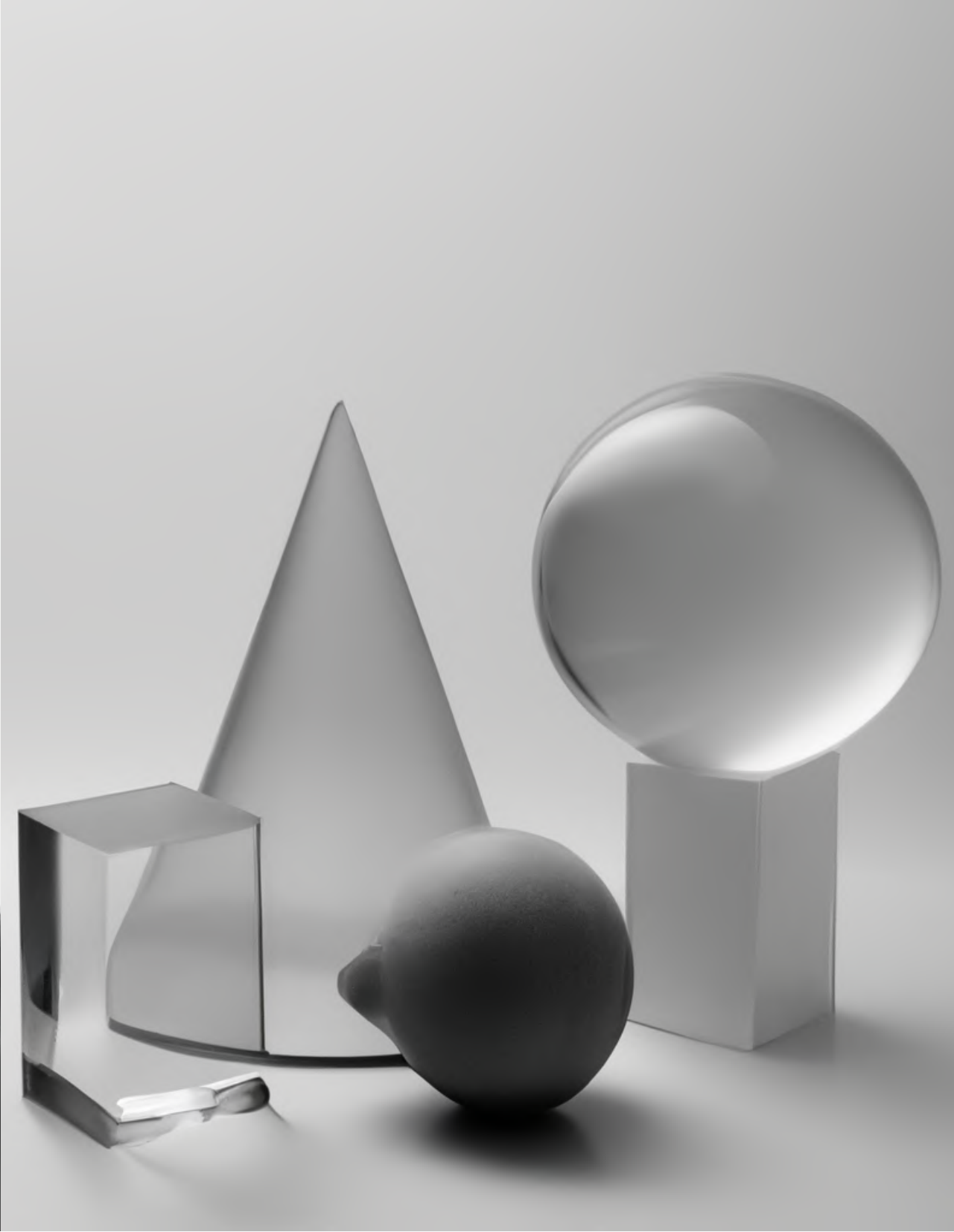


Design 02

Software Prototyping

Design and Development project
in Software Prototyping.

Figma / JavaScript



Design 03

3D Modeling & Rendering

Design project in CAD.

Fusion360 / KeyShot

Design 01

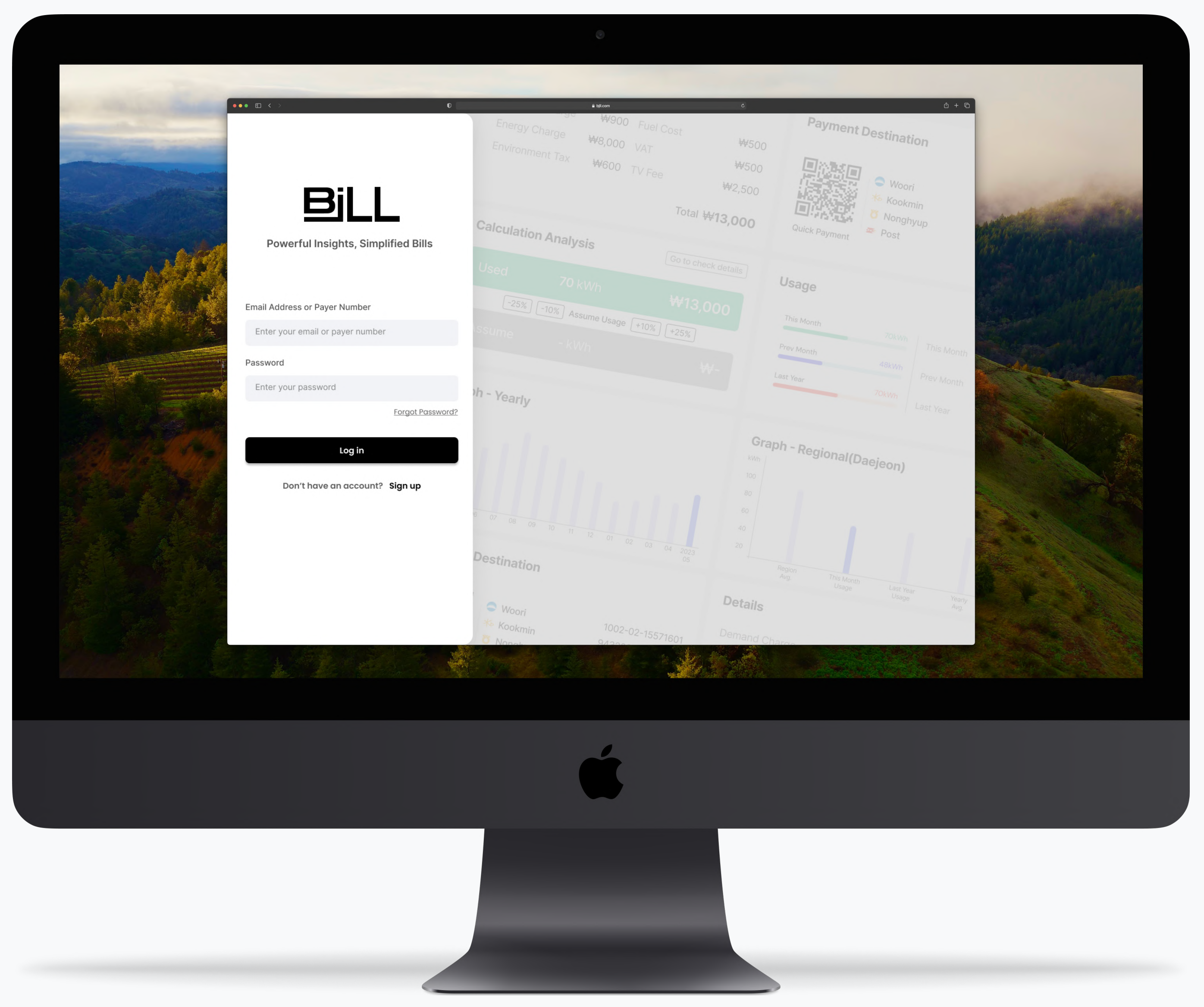
Redesign Bill Experience

Design Project in Introduction to HCI.

- Needfinding
- Ideation
- Lo-fi Prototyping
- Usability Testing

Figma / UX

[link](#)



Redesign Bill Experience

POV & Persona

POV

People who get paper bills

Need pay on time without spending too much time on reviewing details

Because delaying payments often leads to forgetfulness.

Persona [link](#)

Motivations : Sees her electricity bill sticking out of the mailbox.

Beliefs : Thinks that her bills are always correct

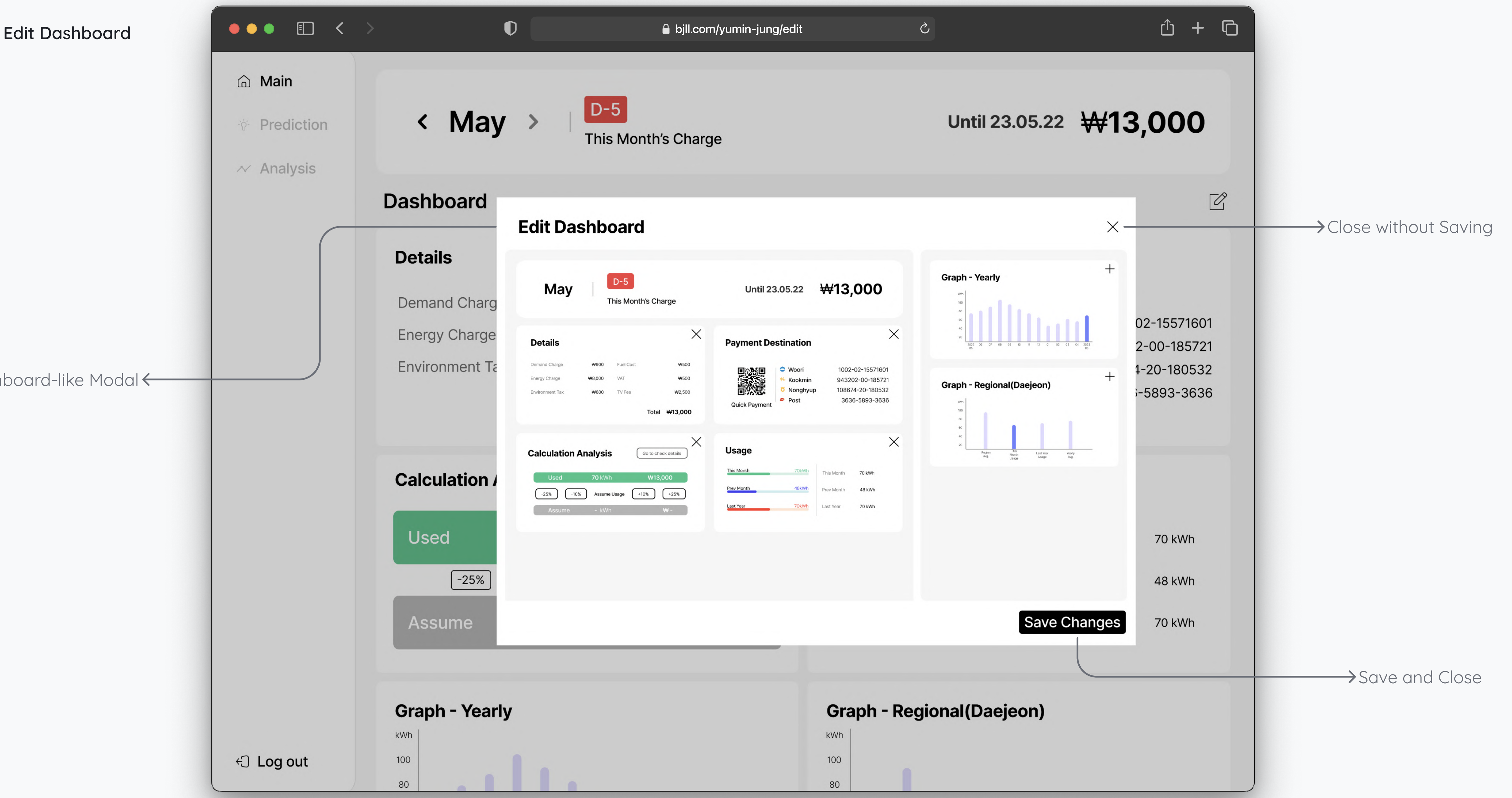
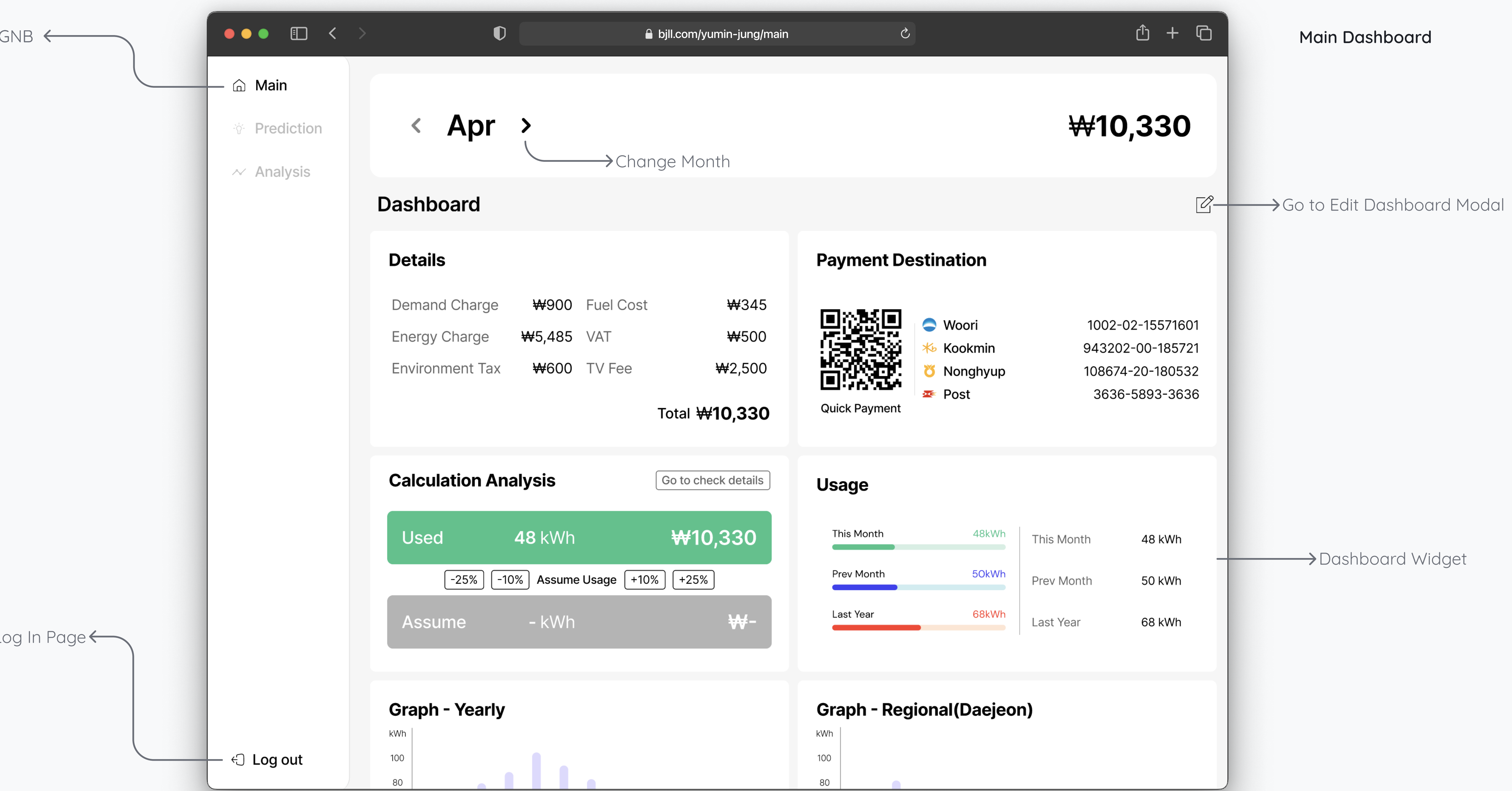
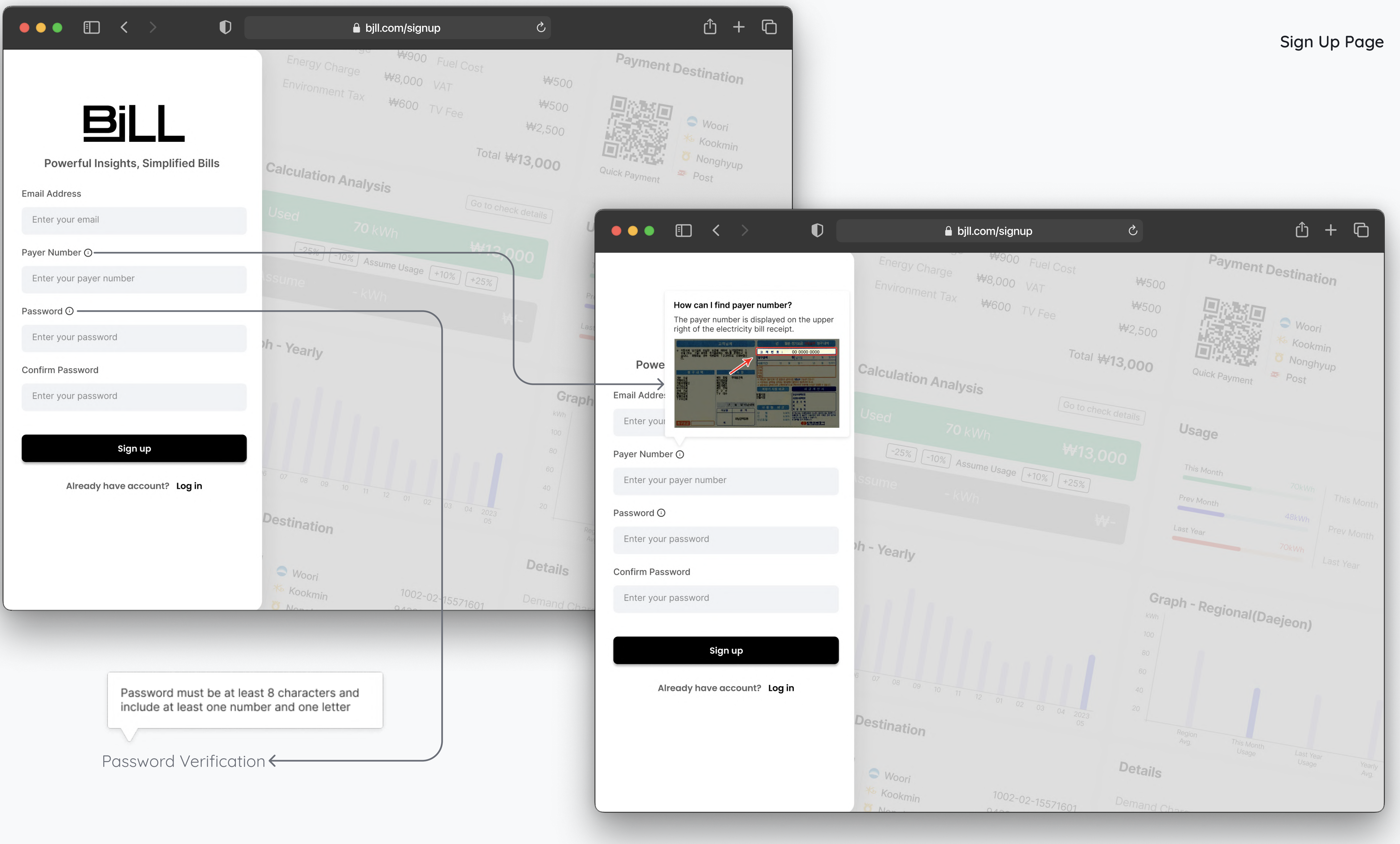
Preferences :

Prefers to pay when she can afford the payments.

Prefers to leave the paper bills on a visible place.

Prefers account transfer.

Goal : Pay for the bills on time and have enough money until her next payday.



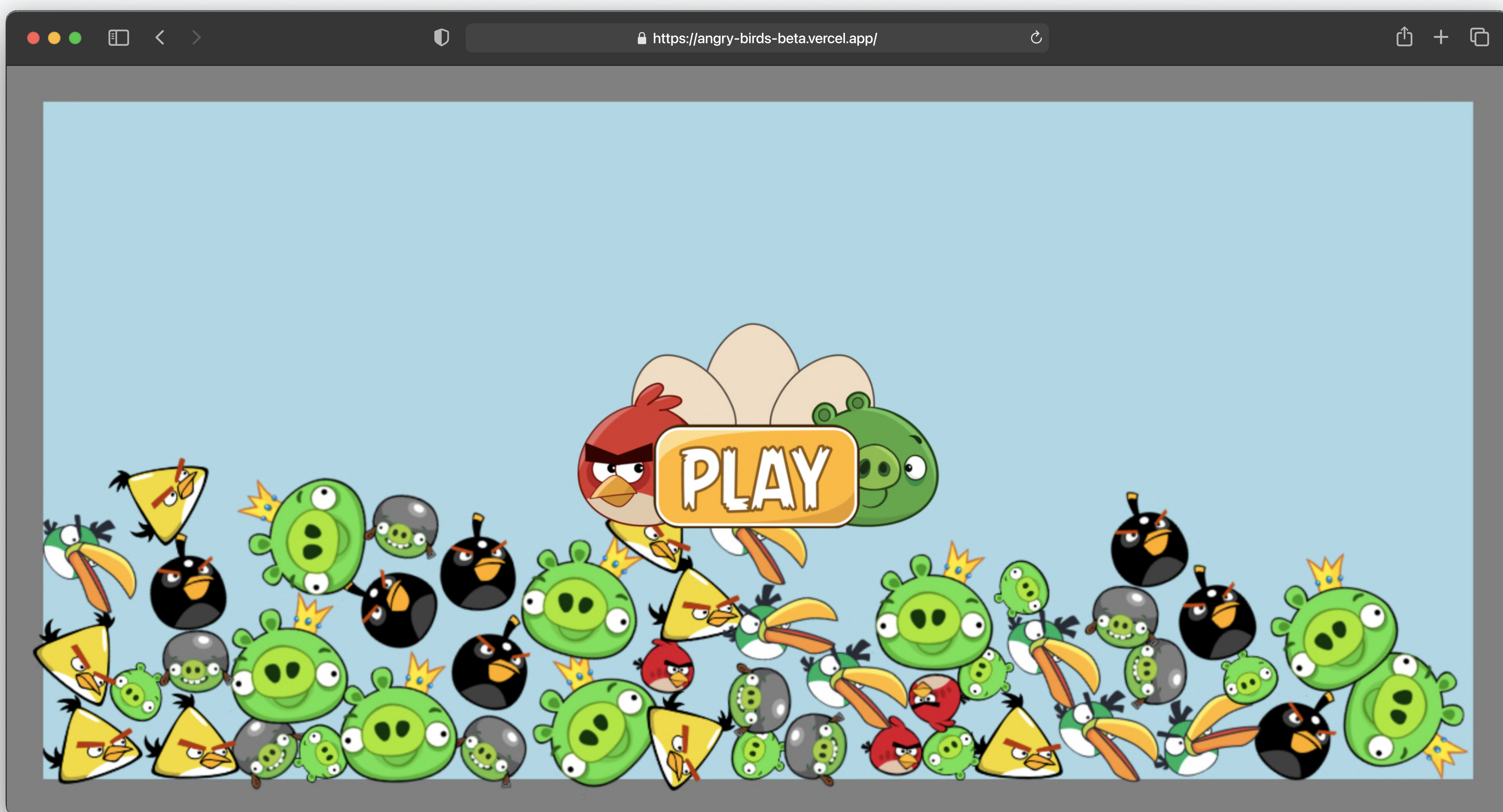
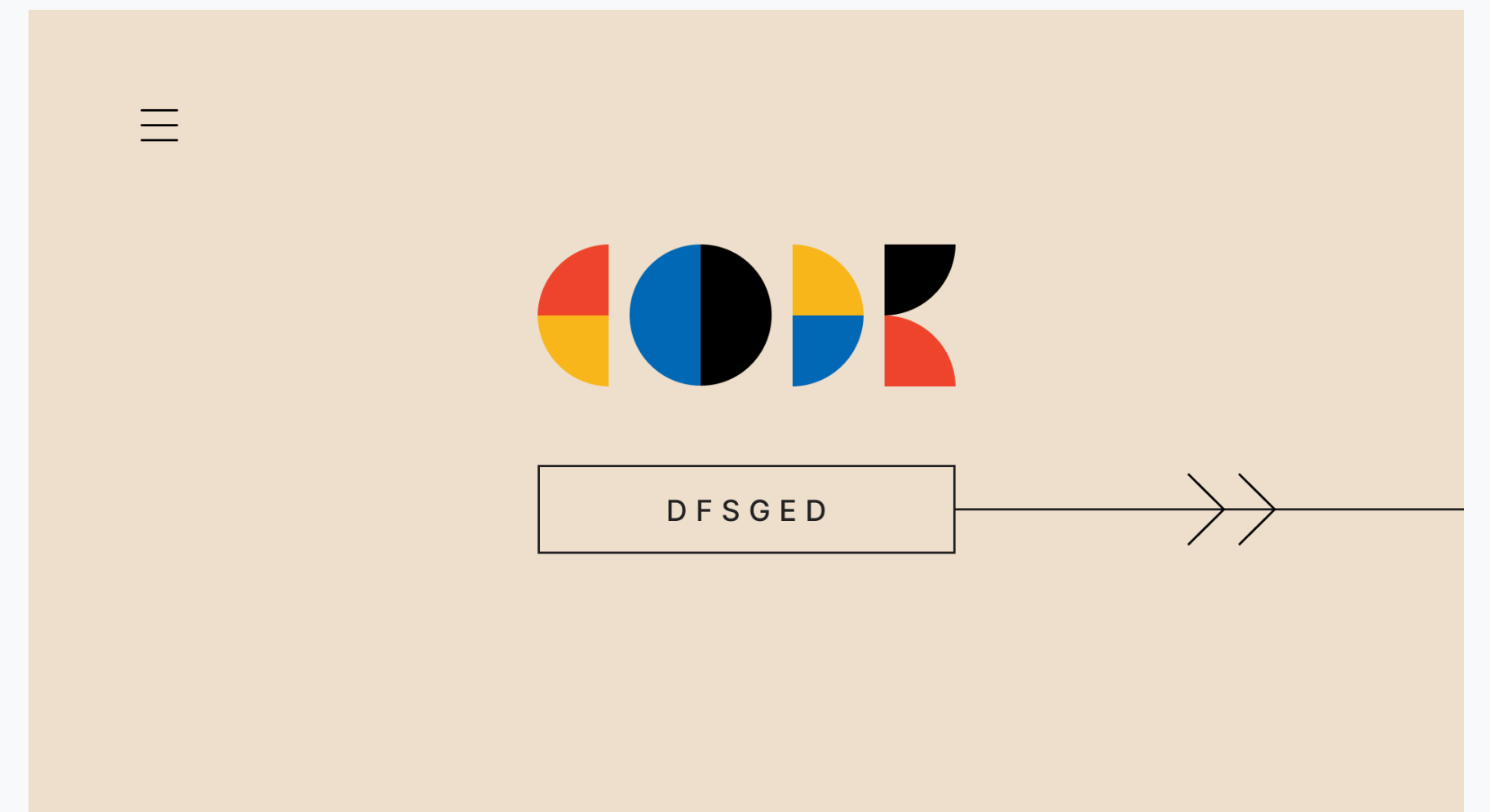
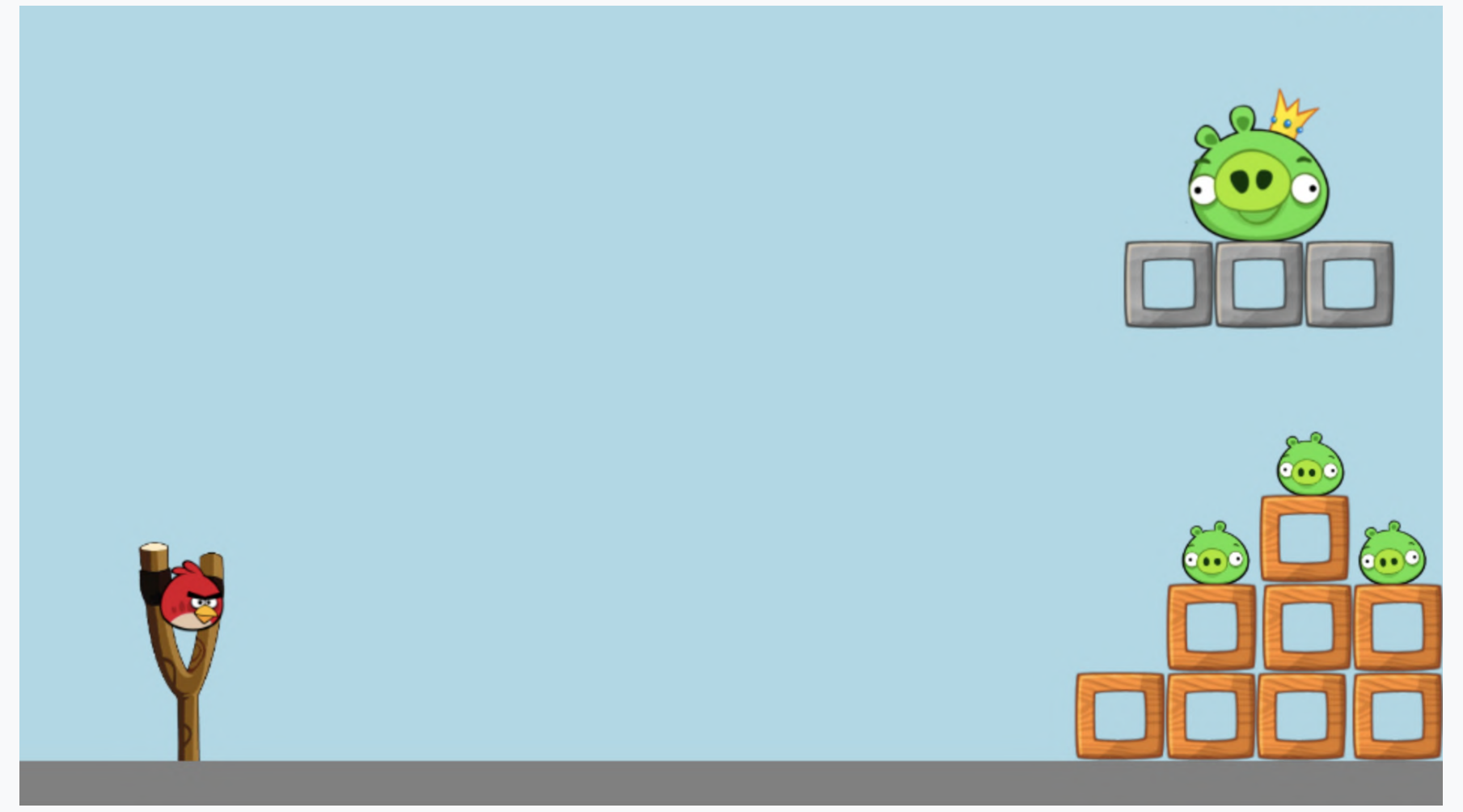
Design 02

Software Prototyping

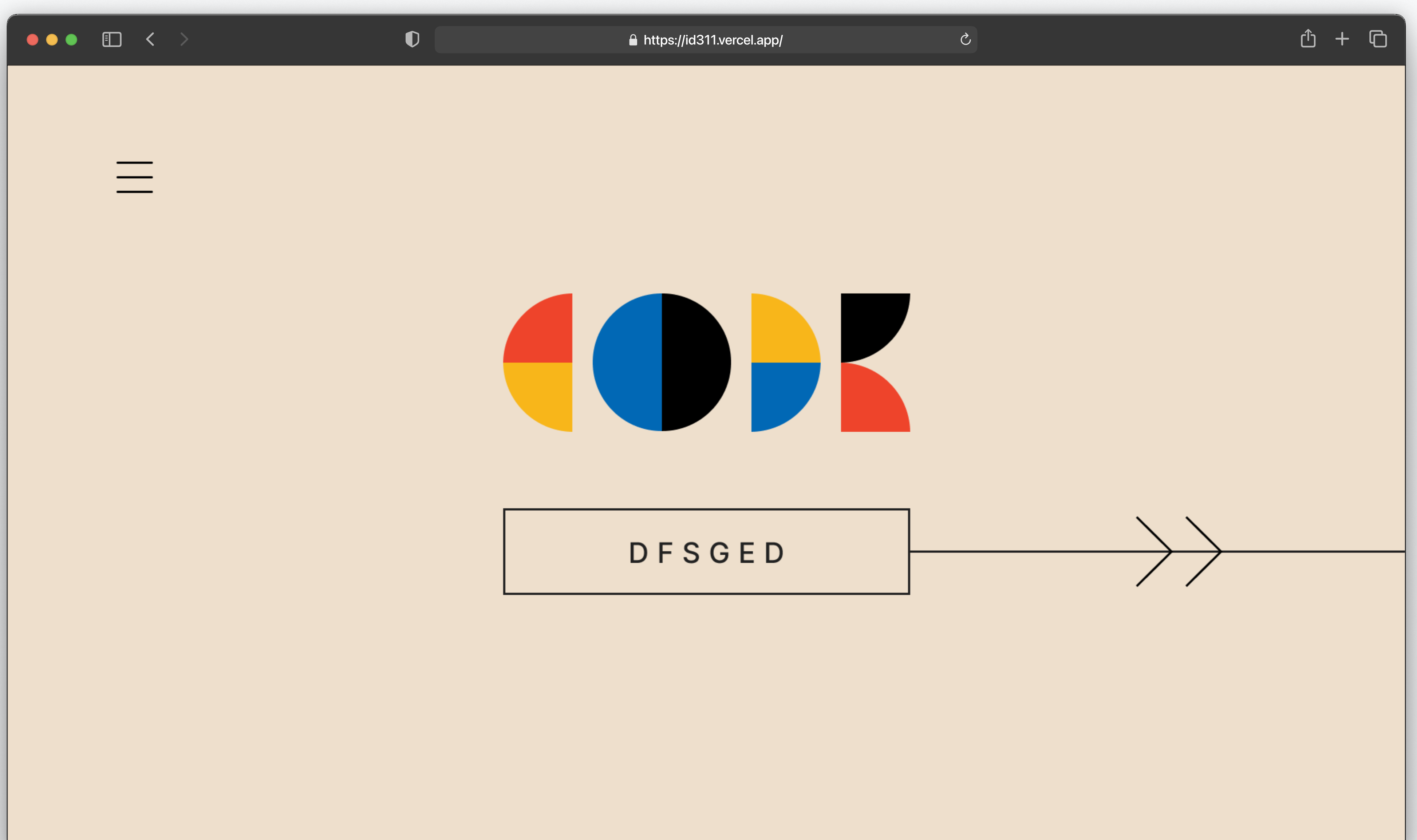
Design & Dev Project in Software Prototyping.

- Game Project
- Web Development Project

Figma / JavaScript



Game Project
[GitHub link](#)



Web Project
[GitHub link](#)

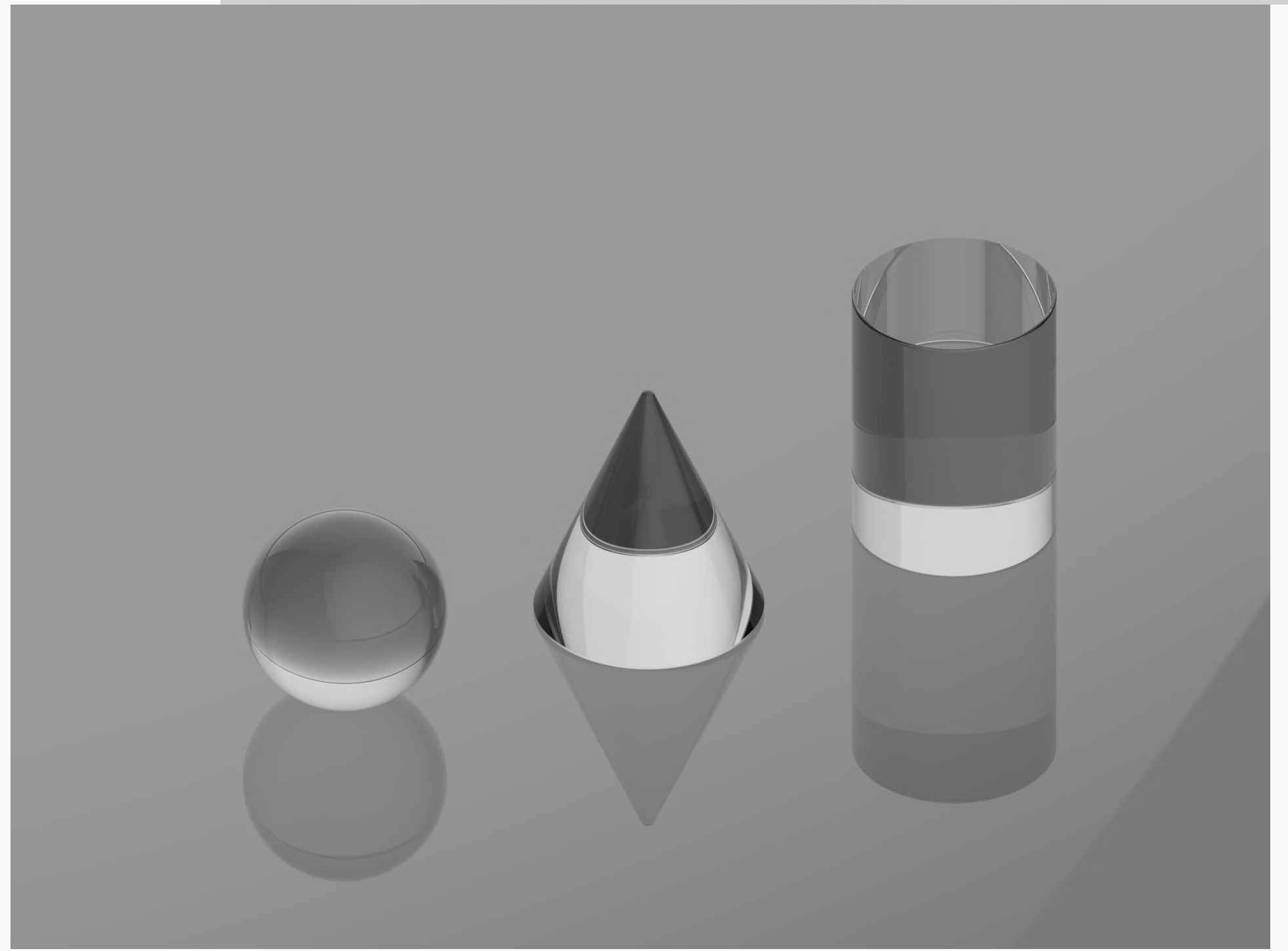
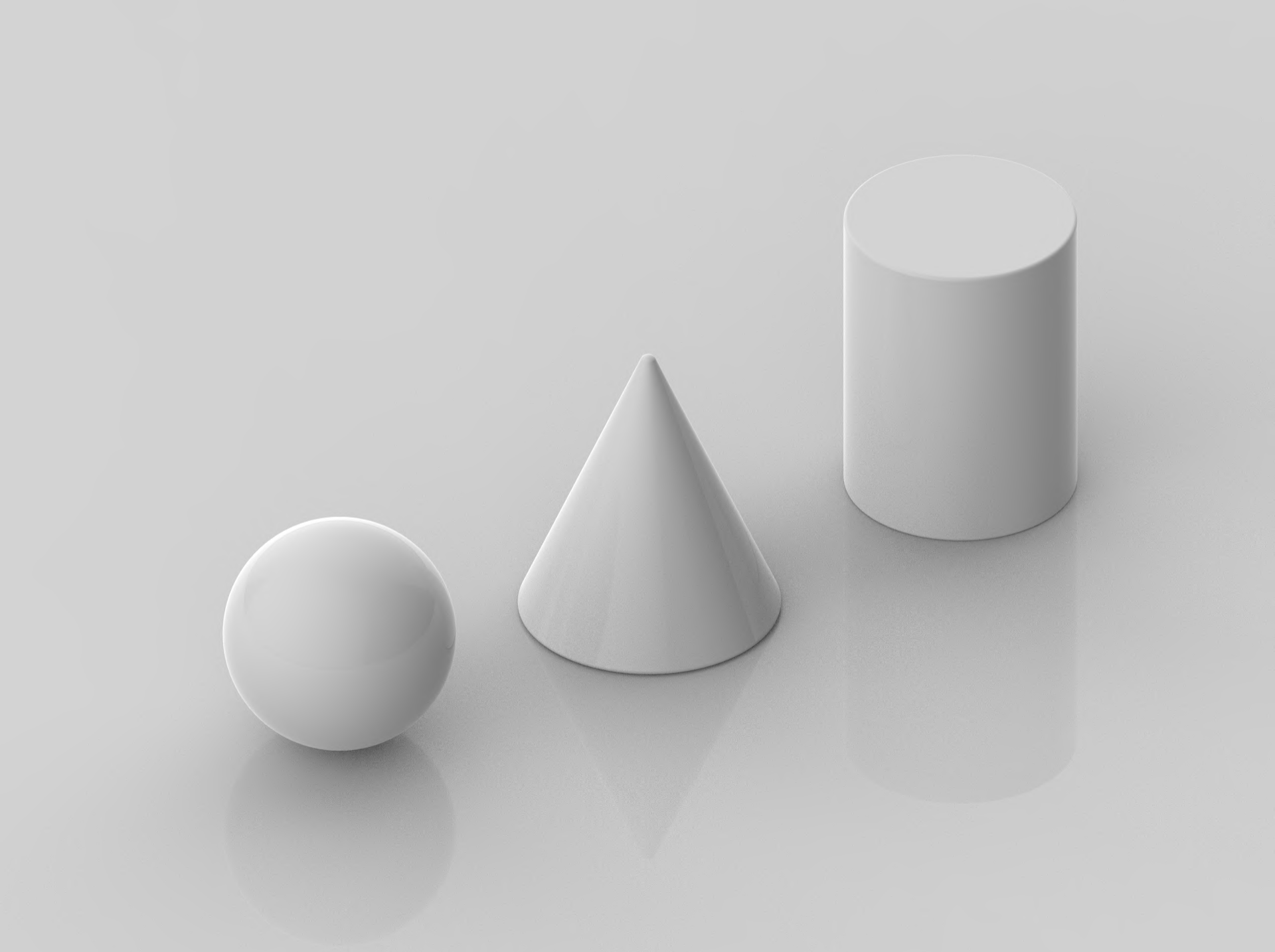
3D Modeling & Rendering

Design Project in Computer-Aided Design.

- USB Project
- 3D Rendering Project

Fusion360 / KeyShot

[link](#)



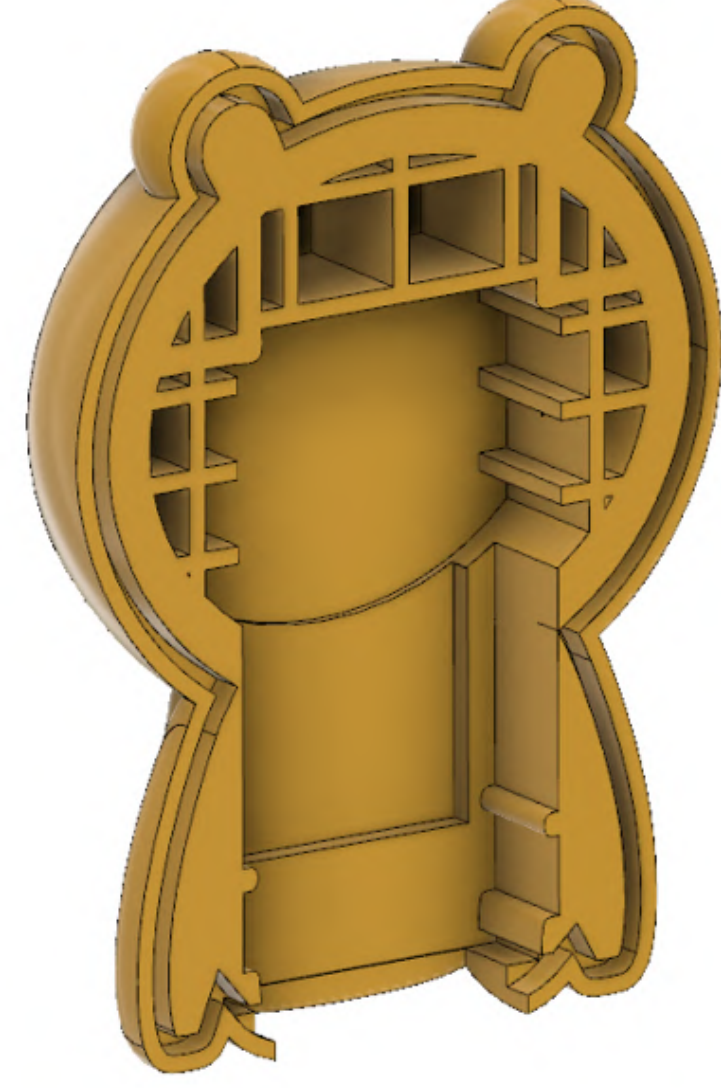
Design Goal 01

Make RYAN appears as if he is sitting on a laptop when the user connects the USB.



Design Goal 02

Strengthen the inner structure and increase the durability.



Studio Rendering

USB Project



Mouckup

USB Project



Studio Rendering

3D Rendering Project

Design Goal

Set the lighting for the user's control screen(glass) and plastic and metal textures to feel realistic.

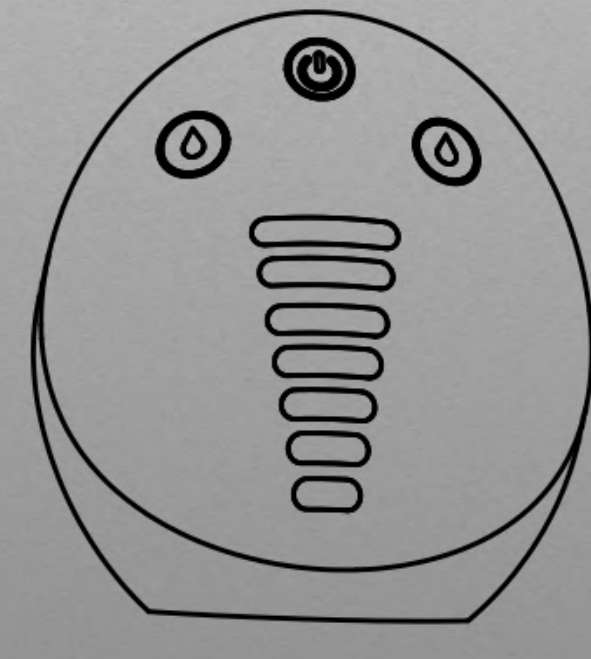


Nescafe Dolce Gusto

- Manual -



1. Fill the bottle with water.



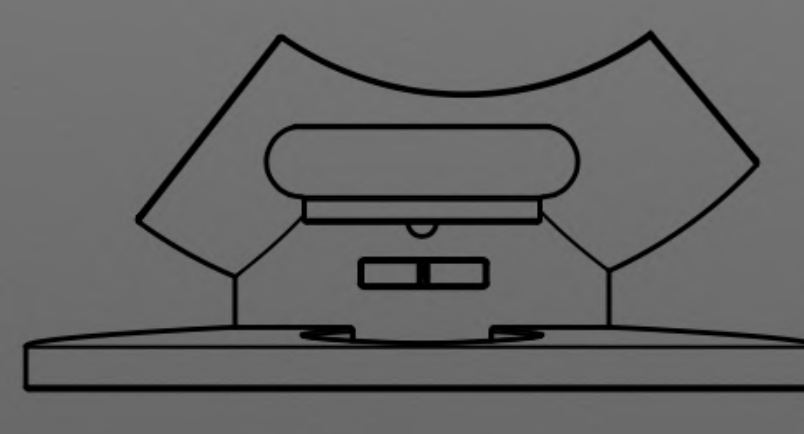
2. Press the power and wait for the button to turn green.



3. When the machine opens automatically, take out the capsule holder and put in the capsule.



4. When you put the capsule holder back in, the needle pricks the capsule and lets the water in.



5. Adjust the height of the tray according to the size of the cup.



6. Press hot/cold water button and close the machine with your hands when the coffee making is done.

Descriptive Panel

3D Rendering Project

