

# Soo Yeon Park

UI/UX Designer

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Over 5 years of professional experience conducting UI and UX designing interactive end-to-end user flows. I enjoy working in close collaboration with teams across technology, business and design.

## Experience

UI UX Designer

**treenod**

Nov 2020 – Present

I crafted full mobile game experiences, collaborating with managers and developers. I led UI design for the "Coin Blossom" project and furnished crucial design assets to the engineering team. Moreover, I closely collaborated with game content designers to integrate standout features into the product. Presently, I am contributing to an undisclosed project.

Designer

**Double 8 Games**

Dec 2018 – Nov 2020

I am in a global mobile slot game project, focusing on UI/UX design and asset creation. This includes crafting high/low-fidelity designs and creating diverse assets like characters and environments. My contributions greatly influence the game's visual appeal and user experience.

UI Designer

**NCsoft West**

Oct 2016 – Jun 2017

I've been engaged in shaping UI/UX concepts and assets for an undisclosed game project. This encompasses both high and low-fidelity designs. Leveraging Unity 3D, I've seamlessly integrated my work into the project.

2D Artist

**Artillery Games**

July 2016 – Oct2017

I've contributed to concept ideation and asset creation for the "Guardians of Atlas" project. This involved developing both high and low-fidelity elements within the game.

## Education

**MFA , Academy of Art University**

Master's in Illustration

Sep 2012 – may 2016

**BFA, Hoseo University**

Bachelor's of Animation

Feb 2008 – Jan 2012

## Skills

UI UX research  
Information architecture  
Wireframing  
Prototyping

UI design  
Illustration  
Interaction design  
Design system

Figma  
Photoshop  
Unity 3D  
Notion  
Jira