

JULIA PARK

product designer
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A product designer who
loves to code, research, and
apply human centered
methods to problems

EXPERIENCE

UC Berkeley | Graduate student instructor

Jan. 2020 - Present

- Teaching assistant for course INDENG 170, "Human Factors in Industrial Design"
- Focus on UX and human centered design

IDEO CoLab | Design fellow

Jan. 2020 - Dec. 2020

- Partnered with IDEO to design solutions to complex human and societal problems for clients.

Western Digital | Product designer

Sept. 2019 - Jan. 2021

- Designed, researched, and prototyped mobile and desktop applications for various storage devices
- Designed duplicate file detection tool for EdgeRover, a product that that crawls through multiple storage devices.

UC Berkeley | Graduate design researcher

Jan. 2019 - Present

- Assisting MIT Media Lab alumni Dr. Kimiko Ryokai
- Researching empathy building using VR
- Interactive sound design research

Wiss, Janney, Elstner Assoc. | Arch. Associate II

Jan. 2019 - Present

- Provided architectural building consulting services
- Designed/created a website for building science informa on based on user research

EDUCATION

UC Berkeley

Aug. 2018 - May 2021

Master of Design of Technologies
Running GPA: 4.0

University of Texas at Austin

Aug. 2010 - May 2016

B. Arch., B.S. in Arch. Engineering
Dual Degree Honors Program

COURSEWORK

UI Design and Dev., Tech. Design
Foundations, User Experience Research,
Tangible User Interfaces, CS61B: Data
Structures, Virtual Reality and
Immersive Computing, 8
Design Studios, 2 Advanced Design
Studios, Visual Communication

SKILLS

Product design
Design research
Rapid prototyping
Interaction design
VR/AR design
2D + 3D fabrication
Illustration

TOOLS

Figma
Unity
Adobe Suite
AutoCAD
Java/Python
Arduino
Framer.js

PUBLICATIONS

- Ryokai, K., Park, J., & Deng, W. (2020). Personal laughter archives. Adjunct Proceedings of the 2020 UbiComp and Proceedings of the 2020 ACM International Symposium on Wearable Computers.
- Student contributor to book "Planning versus Participation: A False Brazilian Dilemma" by author Fernando Lara
- (Pending peer review) DIS 2021 submission pertaining to interactive sound design
- (Pending peer review) DIS 2021 submission pertaining to VR empathy building

Projects

- With.so** - Early designer for startup With.so, a platform for representing "physical" office interactions through a browser.
- ThermoGloves** - Prototyped a peltier-embedded glove which changes temperature based on environment in Virtual Reality
- Android Auto Heuristics** - Conducted longitudinal diary studies/contextual inquiries to produce design heuristics to guide other designers when designing for automobile interfaces
- EPISYNC** - Designed a browser-based epidemiological management tool using design research
- E-sports Stages** - Designed/built an interactive stage for E-sports tournament viewed by 91,000 concurrent viewers for an organization later acquired by Blizzard
- Cookoff (present)** - A tangible projection based interface that displays on a cooking countertop and assists users with cooking

AWARDS

- UC Berkeley MDes Distinguished Scholar 2020 \$8,000
- IDEO Makeathon 2019 Invitee and Participant
- Licensed Engineering in Training (EIT) by Texas Board of Professional Engineers
- Recipient, Charles C. and Lula May Wilson Endowed Scholarship \$24,000
- Student Leader for NexusHaus, an award winning solar powered home for Solar Decathlon 2015

"She's an annoying unicorn - someone who loves to code and design and can't seem to sit still for long without tinkering towards fixing a problem."

-Former manager, Laurent Baumann