

# JULIA K PARK

PRODUCT + INTERACTION DESIGNER

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## IDEO | Design Fellow, 2020

Dec 2019 - Present in San Francisco, CA

Partnering with IDEO as a Fellow to design solutions to complex societal problems. Sprint time periods to be determined. Awarded Design Fellowship as a result of participating in IDEO's 2019 Makeathon.

## Western Digital | Interaction Designer

Aug 2019 - Present in Milpitas, CA

Promoted to lead designer on MyCloud Network Attached Storage device. Conducted competitive analyses and live user interviews and usability tests to develop deep understanding of niche technical user. Developed low-high fidelity wireframes. Built an interactive prototype using Framer. Documented specifications and cross collaborated with engineering.

## Western Digital | Product Design Intern

May 2019 - Aug 2019 in Milpitas, CA

Designed UX/UI for ibi, a device and app system which allow users to store photos in a personal hard drive connected to the internet.

## University of California, Berkeley | Graduate Design Researcher

Dec 2018 - May 2019 in Berkeley, CA

Designed UX/UI and data visualization which explores how to represent natural laughter visually in a way that captures the essence and uniqueness of each laugh. Developed interactive prototype using d3, Javascript, and HTML.

## Wiss, Janney, Elstner Associates | Arch. Associate II

July 2016 - Aug 2018 in Dallas, TX

Designed website for shared building science knowledge for community of architects and engineers. Designed interactive models to convey complex construction details.

## Projects

### EPISYNC | Student Product Designer

Aug 2018 - Dec 2018

Designed a browser-based epidemiological management tool by conducting user research, developing wireframes, building prototypes, and conducting usability testing

### Android Auto Heuristics | Student UX Researcher

Jan 2019 - May 2019

Conducted extensive user research (diary studies, contextual inquiries, cognitive load measurement) to produce design heuristics for automotive app developers

### ThermoGloves | Physical UX Designer

Aug 2018 - Dec 2018

Prototyped a temperature changing glove to increase sense of immersion in VR

## Education

### UC Berkeley

Aug 2018 - May 2021

Master of Information Mngmt. & Systems  
UX/HCI and New Media, GPA 4.0/4.0

### University of Texas at Austin

Aug 2010 - May 2016

Bachelor of Architecture  
Bachelor of Science in Arch. Engineering  
Dual Degree Honors Program, GPA 3.6/4.0

Courses: Visual Communication, User Interface Design and Development, User Experience Research, Tangible UI, Data Structures, Virtual Reality and Immersive Computing, 10 Design Studios

## Design Skills

UX/UI, Low to High Fidelity Design, Interactive Prototyping, Wireframing, Journey Maps and Personas, Storyboarding, UX Research, Usability Testing, UX Competitive Analysis, Adobe Suite, InVision, Framer, Sketch, Figma, AutoCAD, Revit, Rhino, SketchUp

## Coding

d3, HTML, Javascript, Python, Java, Framer.js, Unity, Arduino/Processing, Git

## Fabrication

Sketching, Painting, Laser Cutting, Woodwork, 3D Printing

## Accomplishments

-Academic Chair of IMSA, 2018-2019  
-Licensed Engineering in Training (EIT)  
-Recipient, Charles C. and Lula May Wilson Endowed Scholarship \$24,000  
-Award winning design for smart home system for Solar Decathlon 2015