EUNSOL BYUN

I bring heart to technology

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EDUCATION

Carnegie Mellon University
Sep 2016 – Aug 2017
Master of Human-Computer Interaction

KAIST
Sep 2010 – Aug 2016
B.S. in Industrial Design
Business and Technology Management Minor

SKILLS & TOOLS

User Research	Sketch
Design Strategy	Figma
Concept Ideation	Adobe CC
Multi-modal Interaction	InVision
Systematic Design	Principle
Information Architecture	ProtoPie
User Flows	HTML/CSS/JS
Wireframing	Arduino
Product Design	Python
User Testing	Rhinoceros 3D
Prototyping	
Physical Computing	
Design + AI	

EXPERIENCE

Lead Interaction Designer, Punchcut
Dec 2020 - Present | San Francisco, CA
Managed design teams, client communications, workshops, and design solutions.

Senior Interaction Designer, Punchcut
Oct 2017 – Nov 2020 | San Francisco, CA
Led the effort to help understand AI and data and embrace them in the agency's design process.

Worked as a Solution Lead and Interaction Design Lead for various projects including
- The next generation gaming console experience
- Re-imagination of the near future operating system UX
- Multimodal interaction (voice, gesture, haptic, sound) on consumer devices
- Design system for machine learning platform
- Healthcare experience on wearable devices
- Smart home mobile solution

Lead Designer, MHCI Capstone Project for PNC
Jan 2017 - Aug 2017 | Pittsburgh, PA
Revamped the digital and physical experience of high net worth individuals, institutions, and investment advisors managing their wealth at PNC.

Designer & Researcher, CityTrace
Sep 2016 - Aug 2017 | Pittsburgh, PA
Conducted qualitative research and led a design solution to alleviate rising gentrification problems in Pittsburgh neighborhoods with CMU Center for Machine Learning and Health.

Lead Designer, Groov (Web-based Collaborative Music Platform)
Jun 2015 - Mar 2016 | Daejeon, Korea
Led the entire product design cycle from concept development to product shipping.

Set up the design principles and guidelines for the startup.

Interaction Design Intern, Samsung Research America
Feb 2014 - Jan 2015 | San Francisco, CA
Designed gesture interaction for an XR product from initial concept development stage to an MVP.

DESIGN LEADERSHIP & PRESS

Panel at Inside the Design Studio: Design & Smart Homes
Dec 2017 | San Francisco, CA
Shared vision and insights on designing for smart homes as a panel at a General Assembly event.

Outstanding Paper Award, Korea Computer Congress
Jun 2016 | Jeju, Korea
On research paper "Development of Quality Evaluation Indicators for AR Makeup Mobile Applications"

Gizmodo Japan - Googly, Undergraduate Thesis Project
Oct 2015 | Tokyo, Japan
Undergraduate thesis project featured on Gizmodo Japan as one of the exciting projects exhibited at Tokyo Design Week 2015.