

Hoon Oh

www.hoon-oh.com/work

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I am an Experience designer who believes in a thinking-through-making approach via prototypes, sketches, or quick doodles on a notebook. I aim for design to inspire, provoke, and change, but most importantly communicate through spaces, context, and media.

Experience

January 2021 - Present

Wondersauce | New York, NY
Associate Director of UX

April 2020 - January 2021

Tapestry | New York, NY
Sr. Manager of UX Research

October 2016 - January 2020

Allen & Gerritsen | Philadelphia, PA
VP, Creative Director

February 2016 - September 2016

McGarryBowen Innovation Group | New York, NY
Associate Creative Director, Experience Design

November 2014 - January 2016

McGarryBowen Innovation Group | New York, NY
Sr. Experience Designer

September 2013 - October 2014

SapientNitro | Boston, MA
Sr. Experience Designer

January 2012 - September 2013

Mullen | Boston, MA
Experience Designer

Proficiency & Skills

Experience Design

UX: User Flow, User Journey, Wireframe, User Research, User Testing, Competitive Analysis, UX Prototype
Software: Adobe Creative Suite, Sketch, Invision, Proto.io, Principle

Interaction Design

Rapid Prototyping: Arduino, Make Controller, XBee, Qualified at Wood Shop, Laser Shop, Metal Shop.
Program Languages: Arduino, HTML, CSS

Motion Graphic Design

Filming, Video Editing, Video Storytelling.
Software: After Effect, Final Cut Pro

Education

Fall 2009 - Spring 2011

Art Center College of Design | Pasadena, CA
M.F.A Media Design Program

Spring 2000 - Spring 2008

Hanyang University | Seoul, Korea
B.F.A Multimedia Design