

SEIGRIS (SUNGMIN) PARK

www.knightimal.com

seigrisp@gmail.com

778 - 985 - 5705

DESIGNER

UX + UI + CONCEPTS

TECHNICAL SKILLS

ADOBE PHOTOSHOP
ADOBE ILLUSTRATOR
ADOBE INDESIGN
ADOBE PREMIERE PRO

UNREAL (UMG)
CONFLUENCE
FROSTBITE
FIGMA
MAYA
JIRA

PROFESSIONAL SUMMARY

UI/UX + UI ARTIST

- + Develop user flows, annotated wireframes, and in-game prototypes
- + UI animation
- + Working with player data and stakeholders to identify needs
- + Provide work pipeline for team members to follow
- + Creating an interactive and enjoyable user experience
- + Help adapt and refine game system interactions and presentation so that they are intuitive, enjoyable, polished, and conform to design standards
- + Work with directors, artists, and sound designers to ensure that tutorials, user interfaces, celebrations, maps, quest systems, and other player-facing features all feel great, communicate what they need to, and support product goals like engagement and retention
- + Leverage playtesting to make continuous game UX improvements
- + Creating UI assets from scratch to polish
- + Use UE4/UMG to implement UI assets
- + Creating assets/assisting/directing marketing
- + Lead developers in order to achieve desired outcomes
- + Analyzing and converting play test data to design that increases player retention

UI/UX/ASSET DESIGNER ("LUMAPATH" VR GAME FOR PC/MOBILE)

- + UI/UX asset creator
- + Asset/prop designer
- + Wireframe/Mockup/Prototyping/Typography
- + User research
- + Concept artist

GRAPHIC DESIGNER (PAIN STUDIES LAB)

- + Creating marketing material (web/digital/physical)
- + Company branding
- + Mockup/Prototyping/Typography
- + Iconography

EDUCATION

CONCEPT DESIGN ACADEMY

DESIGNING (Oct 2019 - May 2020)

- + Color/Shape/Character designing

SIMON FRASER UNIVERSITY

UNDERGRADUATE (Aug 2011 - Jan 2018)

- + Bachelor of Arts in "Interactive Arts and Technology" / Psychology Minor

PROFESSIONAL EXPERIENCE

UI/UX + UI ARTIST

LUNARCH STUDIOS (Sept 2022 - Present)

- + Islands of Insight

DEVELOPMENT SUPPORT

ELECTRONIC ARTS (Aug 2020 - 2022)

- + Projects completed: FIFA 21/22/23

DIGITAL GENERALIST

PAIN STUDIES LAB (Jun 2016 - Jul 2020)

- + LumaPath (Virtual Reality Game)
- + LumaPath Game Trailer (Promotional Video)
- + What Is Chronic Pain? (Video Documentary)
- + Interface Health Summit (Promotional Video)
- + Stanford Tech Conference (Video Documentary)
- + Social Media Marketing (Youtube/Instagram/Twitter/Etc)
- + Various Graphic Designs (Informational/Promotional/Branding)
- + "How To" (Instructional videos for products)
- + "How To" (Physical and digital instructional handouts for products)