

# SO YEON HWANG

## UX/UI Designer

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### EXPERIENCE

#### Game UX Designer

**NC SOFT** 01/2021 - Present Seoul, South Korea

NC SOFT is an Online/Mobile game development and publishing corporation. They are known for their success in MMORPG game market.

- Worked in fast-paced environment with 5 other team members to provide consistent live game service for users.
- Collaborate with artists, directors, programmers to develop game service using Unreal Engine.
- Responsible for UX/UI of live service games : Lineage2M, Aion2

#### Game UX Designer

**Round Planet** 02/2020 - 12/2020 Seoul, South Korea

Round Planet is a dynamic company specializing in innovative solutions for the gaming industry.

- Work closely with artist, directors, programmers to develop service based on own UX design.
- Implement UX/UI solutions as UX System Designer across the studio pipeline.
- Participating in the Egon project using Unity Engine.

### PROJECTS

#### Lineage 2M

12/2022 - Present NC SOFT

<https://lineage2m.plaync.com>

Mobile MMORPG with 256.8k users total.

- Developing a new service for the clan system, where multiple users can create groups and engage in activities, tailored to various contents. Designing corresponding UX/UI for an enhanced user experience.
- Compiling and proposing services available through regular subscription for Business Model in Lineage 2M, followed by the design and implementation of UX/UI tailored to the suggested features.

#### Aion2

01/2021 - 12/2021 NC SOFT

<https://aion2.plaync.com/>

Sequel of MMORPG 'AION' with 440k users, to be released on 2025.

- Designing and implementing an inventory system with a focus on usability and convenience.
- Evamping the overall UX/UI of HUD item slots for user convenience, enabling seamless automatic item usage, with a focus on redesign and strategic planning.

#### Egon

02/2020 - 12/2020 Round Planet

<https://play.google.com/store/apps/details?id=com.roundplanet.egon&hl=ko&gl=US>

MMORPG game at Google Play store with 100K+ users

- Setting criteria and terminology for the overall UX/UI of pop-ups and full-screen elements in games.
- Creating an intuitive and informative UI/UX for the foundational inventory and item information in the game.

### SKILLS

#### Adobe

Illustrator Photoshop After Effects

Premiere Pro

#### Design

User Research Usability Studies

Mobile First Design Wireframing

Visual Design Prototyping

### TRAINING / COURSES

#### UX/UI Plan&Design

Kwangwoon University - 2019, Grade A+

#### Capstone Design UX/UI Design Prototype

Kwangwoon University - 2017, Grade A+

#### Mobile Application Production

Kwangwoon University - 2017, Grade A+

### EDUCATION

#### Media Communication

##### Kwangwoon University

01/2014 - 08/2019

Seoul, South Korea

GPA

**3.84** / 4.0