

Danielle Yoon

Interaction Designer

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703.638.5857

Education

School of Visual Arts Interaction Design, MFA

2018 - 2020

Pratt Institute Graphic Design, BFA

2011 - 2015

Skills

Design

Persona / Storyboarding
Wireframing
Prototyping
UX/UI Design

Research

Interview
A/B Test
Survey
Usability Testing

Tools

Sketch, Invision, Principle, Framer
Illustrator
Photoshop
After Effects
Rhino

Development

HTML / CSS / Javascript
Python (Beginner)
Physical Computing C/C++
Arduino

Experience

Gallagher & Associates / UX Design Intern

June 2019 - August 2019, New York, NY

Designing user experience for National Museum of African American Music, Toyota. Designed Johnson & Johnson 360 Virtual Tour as a lead UX designer. Designing sitemap, user flows, wireframes, and prototypes. Working with contents, visual designers, motion designers, and creative technologists and developers.

VMLY&R / Creative Designer

September 2018 - June 2019, New York, NY

Designed executive development program and onboarding process, worked with a global human resources team to create a hackathon event for The City College of New York with 70 students. Designed all the materials and event film for the hackathon. Worked with the learning development and diversity and inclusion teams.

Code and Theory / Jr. Packaging Designer

July 2015 - February 2016, New York, NY

Designed dielines and packaging visual UI system as an only one packaging designer in the agency. Built storyboards and concepts for new business for Comcast. Designed packaging design on the industrial design team for Comcast's Xfinity Mobile.

CBS / Creative Intern

December 2014 - May 2015, New York, NY

Student Project

Capital One / UX Design

September 2018 - December 2018, New York, NY

Worked directly with Capital One's consumer banking team to solve a fifteen-week design challenge for a course in strategic innovation in product and service design. Designed a membership experience to unify Capital One's digital and physical products. Conducted qualitative and quantitative research through user interviews. Analyzed market research, designed wireframes, user journeys, storyboards and UI design. Final pitch deck was delivered to the Capital One team.