AEHONG MIN UX RESEARCHER

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SELECTED WORK & RESEARCH EXPERIENCE

POSTDOCTORAL SCHOLAR, UNIVERSITY OF CALIFORNIA, IRVINE
Feb 2023 - Present | Irvine, CA, USA
· Lead research in educational and health technologies and mentor Ph.D. students

UX RESEARCHER INTERN, ELECTRONIC ARTS
May 2021 - Dec 2021 | Orlando, FL, USA
· Collaborated with the Sports UXR team and created a benchmarking protocol with a guided metric to increase research rigor and time-efficiency in sports game UX research by statistically analyzing large-scale survey data
· Provided UX insights to improve EA Sports games by conducting studies on both EA and competitor games with the benchmarking protocol

RESEARCH ASSISTANT, INDIANA UNIVERSITY BLOOMINGTON
Aug 2016 - Jan 2023 | Bloomington, IN, USA
· Led, designed, and conducted surveys, interviews, and usability testings on college students, informal caregivers and paid caregivers for older adults, people with mental illness, and people with chronic diseases
· Designed mobile app prototypes to improve cooperative care and health behaviors
· Identified UX insights to improve health information management by conducting focus groups, interviews, and surveys on people with epilepsy and caregivers
· Analyzed social media data to refine a medical dictionary for more accurate social media mining pipelines to study pharmacology and biomedical phenomena

INTERN, ELECTRONIC ARTS KOREA
Feb 2014 - Mar 2014 | Seoul, Republic of Korea
· Provided UX insight to improve in-development games by analyzing UX elements
· Summarized game market trends by conducting secondary research on domestic & international video, online, and mobile game markets

RESEARCH ASSISTANT, YONSEI UNIVERSITY
Sep 2012 - Jan 2014 | Seoul, Republic of Korea
· Worked on the industry-academy collaboration UX research with LG Electronics
· Provided UX insights to improve new/in-development H/W and S/W by conducting several types of studies—surveys, interviews, focus groups, usability testings, A/B testings, diary study, participatory design, etc.
· Identified different preferences and experiences between target populations based on nationality, occupation, device, etc.

EDUCATION

Ph.D., Informatics (Health Informatics/Human-Computer Interaction)
Aug 2016 - Feb 2023 | Indiana University Bloomington, IN, USA

M.S., Information Systems (Digital Culture Contents/UX)
Mar 2013 - Feb 2015 | Yonsei University, Seoul, Republic of Korea

B.A., Sociology (Initial major: Visual Communication Design (2006-2008)
Mar 2006 - Feb 2012 | Yonsei University, Seoul, Republic of Korea

SELECTED PROFESSIONAL SERVICE

Associate Instructor: HCI/Interaction Design, Health Informatics
Mentorship: 3 undergraduates, 5 PhDs
Conference Organizer: CHI '22 Workshop, HelloResearch '18
Conference Paper Reviewer: CHI, CSCW, Mobile HCI, DIS, AMIA

PROFILE

I am a mixed method UX researcher with expertise in human-computer interaction, sociology, and visual design. I have experience in all phases of on-site/remote UX research and design—protocol design, participant recruitment, data collection and analysis, mock-up/prototype design, evaluation, and report/publication.

SKILL

Quantitative Research
Survey, card sorting, usability testing, A/B testing, lab experiment, cognitive walkthrough, observation, statistical analysis (regression, ANOVA, t-test, Chi-Square, reliability test, correlation analysis, PCA, EDA), data visualization, Qualtrics, Alchemer, UserTesting.com, SPSS, R, JASP, Excel

Qualitative Research
Interview, focus group, card sorting, heuristic evaluation, contextual inquiry, secondary research, literature review, Miro, thematic analysis, affinity diagram, content analysis, Dedoose, NVivo

Design
Persona, scenario, customer journey map, information architecture, wireframe, prototype, XD, InDesign, Photoshop, Illustrator, InVision, PowerPoint, Unity 3D

Other Skill
· Video: Premiere, Final Cut Pro
· Photograph: Lightroom
· Web design: HTML, CSS

Language
English, Korean, Japanese