

Hyerin Seok

HCI forward Software Developer with experience in UI/UX Prototyping, Mixed Reality, Game Dev, Web

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Technical Skills

Javascript, Unity(C#), TypeScript, Unreal(C++), Python, HTML, CSS, PHP, RESTful APIs, DBMS, OpenCV, 3D Modeling, Java

Experience

Prototyper, Meta, Burlingame, CA

November 2022 - March 2024

Built prototypes to showcase potential use cases of Extended Reality(XR) technologies in partnership with product designers, engineers, and other prototypers. Responsibilities :

- Developed and launched new features for Meta's FoA(Family of Apps)
- Supported product designers and engineers through research, design, and prototyping, ensuring interdisciplinary flexibility
- Rapidly iterated prototypes for Mixed Reality(MR) and mobile platforms in real-time 3D development environments, such as Unity 3D(C#), Spark(Javascript, Typescript), and internal tools
- Created documentation to provide guidance and feedback to collaborators in other disciplines

Graduate Research Student, CU Boulder ATLAS Institute, Boulder, CO

August 2019 - December 2020

Collaborated with peers to creatively explore and implement novel human-computer interaction ideas. Accomplishments include:

- Participated in multiple projects that utilized Virtual Reality (VR) and Augmented Reality (AR) technology to innovate solutions for modern-day tasks via Unity
- Using Python and Arduino-based microcontrollers, created unique forms of person-to-person communication such as a device that informed a remote reader where you were reading in a book by using conductive paper
- Applied machine-learning techniques in Python to a collaborative project using supervised linear regression that visualizes clusters of movie trends based on current popular movie titles from TMDB API
- Worked as a teaching assistant for a Data Structures and Algorithms class. Taught Java to college students in a coding lab, while also attending to other teaching assistant duties

Software Developer, Connect4Education.com, Herndon, VA

June 2017 - August 2019

Worked as a full-stack developer in a team-oriented environment. Maintained and developed online Learning Management System (LMS) software. Duties Include:

- Worked with instructional designers to build content, tools, and platforms for E-learning software, using database tools and Application Programming Interfaces (APIs) such as AWS, DreamFactory REST API, Canvas, Blackboard, etc.
- Participated in projects ranging from groups of 10+ collaborators to solo development projects
- Created web apps, web pages, and C# Unity applications for an array of platforms, such as the web, mobile devices, and Microsoft HoloLens
- Solved Web Accessibility Issues in E-Learning using Javascript for NVDA users

Graduate Research Student, University of Texas at Dallas, Dallas, TX

January 2016 - February 2017

QA Engineering Intern, Microsoft, Seoul, South Korea

April 2013 - October 2013

Education

Master of Science in Computer Science, Interactive Computing Track,

December 2016

University of Texas at Dallas, Dallas, TX

Bachelor of Science in Multimedia Science, Computer & Information Science,

February 2013

Sookmyung Women's University, Seoul, South Korea