

Ryun Shim

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Education

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| 2023-2024 | Cornell University , M.P.S. in Information Science Concentrations: UX, Interactive Technologies GPA: 4.0 | Ithaca, NY |
| 2020-2023 | Cornell University , B.A. in Information Science Concentrations: UX, Digital Culture and Production GPA: 3.9 | Ithaca, NY |

Research Interests

Educational Technology, Human-Computer Interaction, Interdisciplinary Collaboration, AI, Promoting Well-Being Through Technological Solutions

Publications

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| 2024 | Hedderich, M. A., Bazarova, N. N., Zou, W., Shim, R. , Ma, X., & Yang, Q. (2024, May). A Piece of Theatre: Investigating How Teachers Design LLM Chatbots to Assist Adolescent Cyberbullying Education. In Proceedings of the CHI Conference on Human Factors in Computing Systems (pp. 1-17). |
| 2023 | Li, J., Kwon, N.*, Pham, H.*, Shim, R.* , & Leshed, G. (2023, July). Co-designing Magic Machines for Everyday Mindfulness with Practitioners. In Proceedings of the 2023 ACM Designing Interactive Systems Conference (pp. 1630-1647). |

Research Appointments

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| 2023 | DesignAI Group , Research Intern PI: Dr. Qian Yang | Ithaca, NY |
| 2022 | Cornell CIS Information Science , Research Assistant PI: Dr. Gilly Leshed | Ithaca, NY |
| 2022 | The Design and Augmented Intelligence Lab Research Assistant PI: Dr. Saleh Kalentari | Ithaca, NY |

Professional Experience

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| 2024 | Kodoc , Project Manager/UX Researcher Redesigning the UX/UI of a healthcare directory by creating wireframes, prototypes, and high-fidelity designs in Figma, along with implementing the front-end using Figma, HTML, and CSS to deliver a modern, user-centric interface that enhances navigation and accessibility for Korean-American communities nationwide. | New York, NY |
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An asterisk(*) denotes equal contribution among authors in alphabetic order.

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| 2024 | Google , UX Lead | Remote |
| | Designed and conducted a survey with 40+ customer engineers and performed 2 in-depth cognitive interviews, delivering journey maps, user jobs and scenarios, task flows, and personas to support the conceptualization and delivery of assets. Used Tableau to analyze and visualize complex data, translating these visual insights into actionable design improvements and ensuring data-informed recommendations effectively guided design solutions. | |
| 2021-2024 | Cornell Lab of Ornithology , UX/UI Designer | Ithaca, NY |
| | Crafted and led UI enhancements for eBird Mobile application, improving design consistency and accessibility for over 800K+ global users using Figma, SQL, HTML, and CSS. | |
| 2023 | Life After Life , UX Intern | New York, NY |
| | Conceptualized a comprehensive website redesign project by leading comprehensive heuristic evaluations on the company website, pinpointing usability concerns that prompted a strategic overhaul using Figma. | |

Teaching Experience

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| 2021-2024 | Cornell CIS Information Science , Teaching Assistant | Ithaca, NY |
| | INFO 4430: Teams and Technology (Fall 2023) | |
| | INFO 4400: Qualitative User Research and Design Methods (Spring 2023) | |
| | INFO 3450: Human-Computer Interaction Design (Spring 2022, Fall 2022, Spring 2024) | |
| | INFO 1998: Digital Product Design (Spring 2021, Fall 2021) | |

Volunteer Service

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| 2021 | Down Syndrome Support Group-Tompkins Cortland Area , UX Designer | Ithaca, NY |
| 2021 | Develop for Good , Product Designer | Remote |
| 2021 | Herbert F. Johnson Museum of Art , Bartels Scholar for Education Intern | Ithaca, NY |
| 2021 | The Plastics Challenge Podcast , Brand Designer | Ithaca, NY |

Activities

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| 2020-2022 | Cornell Creatives , Co-President | Ithaca, NY |
| 2021-2022 | Design Consulting at Cornell , Product Manager | Remote |
| | Clients: Stash Pomichter, Investor in Tavus; Tucker Impemba, Founder of Imerzy | |
| 2021-2022 | Medium Design Collective , Marketing Director | Ithaca, NY |

Honors

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| 2024 | Computing Research Association Outstanding Undergraduate Research Honorable Mention |
| 2022 | Cornell Summer Experience Grant |

Skills

Research

Wireframing, Prototyping, Information Architecture, User-Centered Design, Accessibility Standards, Responsive Web Design, Android/iOS Design, Design Systems, A/B Testing, User/Usability Testing, Research Design, Product Research, Market Analysis, Data Analysis, Qualitative and Quantitative Research, User Interview

Qualitative Research:

Participant Observation, Interviews, Focus Groups, Case Studies, Ethnography, Contextual Interviews, Participatory Research, Visual Research

Design Tools:

Figma, Miro, Balsamic, Sketch, Adobe Creative Suite, Procreate

Coding Languages:

R Studio, Tableau, HTML, CSS, Python,

Fine Arts:

Drawing, Interactive Art, Digital Art, Sculpture, Print Media, Painting, Mixed Media

Language:

English (Native), Korean (Fluent), Spanish (Conversational)