GILBERT HAN

Product designer

http://gilberthan.com// gilberthan@outlook.com

EDUCATION

CARNEGIE MELLON UNIVERSITY

Pittsburgh, PA/ 2014

Master of Design in Interaction Design

Thesis: Designing sound interaction for enhancing visual contents

AJOU UNIVERSITY

Seoul, Korea/ 2009

B.A. in Industrial and Information System Engineering

AWARD

Hornorable mention for gilberthan.com, awwwards.com, 2017

Innovation through collaboration project, Kynamatrix research network, 2014

Student film award in visual poetry, Moving type festival, 2013

Best project of the year, won $10,000 prize, LG electronics, 2011

Best co-worker award, LG electronics, 2010

SKILLS

Cross platform UX Design

Prototype — Framer.js

HTML/ CSS/ JavaScript

Design Research & Validation

Motion Graphic

Visual Design

Sound Design

Learn new skills fast

Active listening

WORK

PRODUCT DESIGNER   2017 - Current

The Walt Disney Company: Parks and Resorts Digital

Imagined and designed digital products and experiences including integration of digital experiences in the physical environment for premier vacation brands including: Walt Disney World Resort, Disneyland Resort, Shanghai Disney Resort. .

Spearheaded a Native Mobile App Design System with a suite of Disney Parks & Resorts Apps powered by a Design Language, Patten Library and Prototyping Framework

UX DESIGNER: OFFICE DESIGN STUDIO   2014 - 2017

Microsoft

Reimagined ways to how people perceive content in the physical and digital world through the power of Microsoft intelligence technology.

Explored and designed mobile experience that enables users capture and enhances content. Built content card framework that can accommodate various type of contents with machine learning technology.

Led in design to invent a new feature set called Researcher in Microsoft Office to help students and corporate employee create better by using knowledge graph.

UX DESIGNER: MOBILE UI DESIGNER   2009 - 2012

LG electronics

Designed experiences for smartphones, tablets including Optimus series. Founded fundamental UI for LG Android UI at the first time through user research, concept design, wireframes, logical flow, UI layouts, and implementation. Worked on establishing the LG Human Interface Guidelines to identify and define the uniqueness of LG smart device's user experience.

CO-FOUNDER, PRODUCTION DIRECTOR, DESIGNER   2008 - 2012

Micimpact

Organized and stage-managed over thirty lectures and conferences with over 8,000 in attendance.

Worked on a major site redesign for micimpact.com. Created information architecture, visual design and HTML/CSS/ JavaScript coding.