

SUMMER HWANG

Brooklyn, NY | (701) 610-1188 | hh3683@nyu.edu

EDUCATION

- New York University**, New York, NY Sept 2025 – Present
Master of Professional Studies, Interactive Telecommunications Program
Human-Computer Interaction (HCI), physical computing, UIUX, VRAR
- Academy of Art University**, San Francisco, CA September 2020- May 2022
Bachelor of Arts, Animation, and Visual Effects | Spring Show Award, GPA 3.81
- School of Visual Arts**, New York, NY September 2018- May 2020
Bachelor of Arts, Computer Art, 3D Animation, and Visual Effects | VFX Club Leader, GPA 3.72

WORK EXPERIENCE

- Product Design Intern, MindFlow, NYU*, New York, NY March 2026 - Present
- Designed web and app product UI concepts based on Mindflow’s branding, including an immersive website direction inspired by spatial interfaces.
 - Designed a real time data tracking app experience with motion rich visuals and particle based interactions to make complex processes clear and engaging.
- VFX Compositor, Company3/Method Inc.*, New York, NY June 2022 - May 2025
- Collaborated cross-functionally with artists, supervisors, and production teams in high-pressure, fast-iteration environments
 - Translated ambiguous creative and technical requirements into precise, production-ready visual outcomes
 - Worked within strict pipelines and standards, reinforcing systems thinking, consistency, and quality under tight deadlines
- Lab Assistant, School of Visual Arts*, New York, NY January 2020 - August 2020
- Managed equipment checkout, assisted with troubleshooting, and supported daily lab operations

PROJECT EXPERIENCE

- Fairfit! UX project** July 2025 – Present
UX Design, System Design, Interaction Design
Tools: Figma, UX Research, Prototyping
- Designed an end-to-end workflow-driven UX system coordinating multiple users, shared resources, and real-time system states
 - Translated complex operational constraints (availability, queues, priorities) into clear, high-signal decision-support UI
 - Iterated user flows through observation and usability testing to reduce friction and improve clarity, efficiency, and scalability
- Weave | UX project**
UX Design · Enterprise Workflow Design · Data-Driven Systems
Tools: Figma, UX Research, Prototyping
- Designed a multi-module enterprise platform connecting Roadmaps, Marketplace, and Workspace for global expansion workflows
 - Created dashboards and flows surfacing status, risk signals, missing requirements, and next-step actions rather than raw legal data
 - Defined and validated system states for document review and partner matching through usability testing in high-stakes contexts

SKILLS

- **Product Design:** User-centered design · UX research · Personas · User journeys · Task flows · Wireframes · High-fidelity UI · Prototyping · Design critique
- **Tools:** Figma · Framer · HTML · CSS · Vibe Coding · Adobe Creative Suite · Arduino · Nuke
- **Communication & Collaboration:** Strong team player, Cross-functional teamwork · Clear visual & verbal communication · Fast iteration · Stakeholder presentations