Eunjin Hong

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EDUCATION

Brown University, Master of Arts in Design Engineering, Providence, RI, Graduation date May 2025. Rhode Island School of Design, Master of Arts in Design Engineering, Providence, RI, Graduation date May 2025. Seoul National University, Bachelor of Fine Arts in Visual Communication Design (Summa Cum Laude), South Korea, 2022.

PROFESSIONAL EXPERIENCE

Soundable Health, Product Designer, Product Manager

Seoul, South Korea, June 2021 - May 2024

Health tech startup specializing in diaital healthcare solutions that leverage sound analysis to manage health conditions.

Held dual roles as product manager and product designer leading multiple high-impact digital product design projects.

- Led the design of proudP and Bladderly, HIPAA-conscious digital urology platforms used by 61,000+ patients, with a focus on privacy, accessibility, and clinical reliability.
- Oversaw the end-to-end design of 7+ core features and user interfaces for Bladderly, enabling the logging of 850K+ user measurements and ensuring reliable, patient-generated health data across iOS and Android.
- Conducted user research in the U.S. and South Korea, interviewing 50+ users at medical centers. Identified user needs and key usability pain points to redesign intuitive onboarding flows, resulting in an 18% increase in conversion.
- Spearheaded the development of the digital bladder diary, Bladderly, collaborating with cross-functional teams throughout the end-to-end process including product strategy, product roadmap planning, product development, QA, and user testing.

Soundable Health, Intern

- Independently designed the early-stage interface of the digital bladder diary, contributing across the full product development cycle from concept to implementation.
- Supported UX research for clinical trials in collaboration with Bundang Seoul National University Hospital and created digital and physical contents for patients.

Grand Ventures, Vulcanus, Freelance Brand Designer

- Created brand identity and design systems for startups, ensuring cross-platform consistency and supporting successful market launches.
- Provided strategic brand consultation to CEOs, leveraging written and verbal communication to support project coordination and long-term brand strategy.

ADDITIONAL EXPERIENCE

Research Assistant, Dr. Beth Altringer Eagle

Developed a collective intelligence tool with a focus on collaboration, human-computer interaction, and human-AI interaction. Leveraged data visualization, analytical thinking, and systems thinking to support research and was accepted to the 2025 Collective Intelligence conference.

XR Lighting Tool Design Research Project

- Prototyped an AR-based tool for controlling lighting in passthrough mode on the Meta Quest 3 headset, enabling users to scan physical spaces and adjust brightness and color in real time.
- Led scenario-based user testing comparing AR-supported lighting adjustment with mobile software workflows to evaluate usability, satisfaction, and the interpretability of subjective lighting goals.

SKILLS, TOOLS and RECOGNITION

Relevant Coursework: Generative Systems, Surveying VR Data Visualization Software for Research, Context Research for Innovation Skills: UX Research, Interaction Design, UX Design, UI Design, Design Systems, Wireframing, Prototyping, Storytelling, Usability Testing, Data Visualization, XR Design, Visual Design, Brand Design, Motion Design, Typography, Leadership, Project Management Tools: Figma, Unity, Adobe Creative Suite, Invoke, Midjourney, Blender, Cinema 4D, Webflow, Fusion 360, Arduino, Jira, G Suite Awards: ACM TEI 2025 Student Design Competition, WEFT Furniture, Most innovative Vision on Sustainability, People's Choice, 2025 2024 Digital Health Awards, Bladderly as finalist in the Women's Health, rising star, 2024 Seoul National University, Merit-Based Scholarship, 2018, 2019, 2020

Providence, RI, Dec 2024 - May 2025

Providence, RI, Jan 2025 - May 2025

Seoul, South Korea, Sep 2020 – May 2021

Seoul, South Korea, Sep - Oct 2022, 2023