EUI HYUN (CHRISTINE) JUNG
AR/VR PROTOTYPER

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PROFILE

AR/VR Prototyper specializing in spatial computing and immersive 3D interactions. Expert in rapidly developing and iterating interactive models using Unity (C#) and Unreal Engine to evaluate user flows. Proven ability to bridge design and engineering across cross-functional teams to drive product vision.

PROFESSIONAL EXPERIENCE

Creative Director & Lecturer   **Coral Gables, FL**
University of Miami | Virtual Experiences Simulation Lab   **Aug 2024 - Present**
- Directed multiple immersive VR/XR projects, conducting hands-on UX evaluations mid-development to identify spatial interaction friction and guiding cross-functional student teams to implement solutions.
- Instruct foundational and advanced courses, including Creative Coding (C#/Unity), Game Design (rapid prototyping, iteration), Interaction Design (UX theory), and 3D Production, bridging design theory with technical execution.

Art Director / Technical Artist (Freelance)   **Remote**
Future State University, Inc.   **Apr 2025 - Jun 2025**
- Evaluated and iterated on virtual environments in-engine, resolving spatial flow issues and guiding the visual direction to ensure cohesive immersive experiences.
- Partnered with engineers as the main point of content integration, reducing build memory usage by ~62% to improve performance without quality loss.

Interactive Media Design Intern   **Orlando, FL**
Universal Creative - Super Nintendo World, Epic Universe   **Sep 2023 - Dec 2023**
- Translated architectural CAD data and 2D concept art into 1:1 scale immersive 3D environments in Unreal Engine, focusing on spatial layout and set dressing for Donkey Kong Country.
- Collaborated within a cross-discipline pipeline to design stylized PBR materials (e.g., Yoshi's Adventure) and render visual targets, ensuring physical fabrication matched the intended immersive experience.

RELEVANT PROJECTS

Swampocalypse VR | Spatial UX & Interaction Lead   **Aug 2025 - Dec 2025**
- Spearheaded a mid-development spatial UX overhaul for a 6-DOF motion-simulated VR experience, solving critical FOV clutter and onboarding friction through diegetic tutorials and environmental wayfinding.
- Partnered with an engineer to iteratively refine mechanics based on UX principles—such as adjusting visual hierarchy to highlight interactive flora—while mitigating motion sickness and optimizing for 90 FPS.

Flow | XR Prototyper & Tech Artist   **Jan 2024 - May 2024**
- Conceptualized hybrid interaction inputs (e.g., mapping a Vive Tracker to a physical lantern) and implemented in-engine visual solutions, such as dynamic fog, to control FOV and naturally guide user attention in UE5.
- Actively participated in 70+ playtest sessions (100+ users), conducting interviews and closely analyzing user behavior to identify friction points and iteratively refining the controller-free interaction flow.
- **Recognition:** Winner, Communication Arts Interactive Competition (2025); Finalist, SXSW Innovation Awards (2025); Exhibited at Sona & other international festivals.

SKILLS

- **Experience Design:** Level Design, Environment Layout, Story Pacing, Spatial Computing (VR/AR)
- **Software/Engines:** Unreal Engine 5, Unity, Maya, ZBrush, Substance Painter/Designer, Blender, Houdini
- **Technical:** C#, Unreal Blueprints, Asset Optimization, Retopology, Shader Graph, Real-time Rendering

EDUCATION

Carnegie Mellon University, Master of Entertainment Technology (3.93/4.0)   **Pittsburgh, PA; Aug 2022 - May 2024**
Sogang University, B.A.S in Art & Technology; B.A in Psychology   **Seoul, Korea; March 2017 - Feb 2022**