

Rae Jin

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HUMAN INTERFACE DESIGNER | XR & SPATIAL INTERACTION

MDes Interaction Design (CCA, 2026) with an independent XR research practice: designed and prototyped **Cosmos**, a spatial discourse browser spanning a desktop 3D sphere and a VR exhibition build — gaze and head-pose interaction, spatial reading loops, and four exploratory walkthroughs informing each design decision.

8+ years of product and engineering work in financial services as domain depth, plus spatial media art (solo exhibition, Seoul 2024). Builds functional prototypes to test ideas in the body, not just on the screen.

CORE SKILLS

XR & Spatial Interaction: VR prototyping, gaze & head-pose input, spatial UI, interaction design, research synthesis, walkthrough-based evaluation

Creative Technology: vvvv Stride, Fuse, rapid prototyping, interactive installation

Applied AI: Python, LangGraph, MCP, Gemini & Claude SDKs, Vertex AI

Product: PRD development, workflow & system architecture, evaluation design, quantitative research

SELECTED XR & SPATIAL WORK

- **Cosmos — Spatial Discourse Browser** (Feb – Jul 2026) — Independent interaction-design project: can arranging online conversations in space help readers understand and remember them? Built a **desktop sphere prototype** placing the reader inside a field of discussion cards, with drag and experimental head-pose input for attention control; then a **VR exhibition build** implementing an orient → focus → read → return loop — gaze dwell triggers spoken region summaries, focused cards move forward while the field dims, and every placement carries an inspectable explanation. Ran four exploratory walkthroughs; each finding (motion sensitivity, AI-authority risk, exit control) drove a documented design response. Full research trail at raejin.web.app/portfolio/cosmos.
- **VR Vestibular Rehabilitation — Planning & Technical Architecture** (2021) — With Yonsei University Medical School: led the planning phase for a hardware-integrated mobile-VR rehabilitation system. Defined product requirements and technical architecture — gyroscope-based head tracking, spatial-feedback logic, multi-sensor synchronization — translating clinical rehabilitation protocols into an interactive VR concept. Completed XR project training.
- **Segment Dance** (2024) — Solo media-art exhibition at MOVDOT, Seoul: interactive spatial installation built with vvvv Stride and Fuse.

PROFESSIONAL EXPERIENCE

Cadinal — Founder

San Francisco · Sep 2026 – Present

- **PeriCare:** Privacy-first iOS health-tracking app in SwiftUI using Apple Foundation Models and HealthKit for on-device insights. Completed TestFlight beta; preparing for App Store release.

PwC Consulting — Manager, Financial Services

2021 – 2025

- **Enterprise LLM Deployment:** Defined the generative-AI adoption roadmap across 43 banking and administrative workflows for NH NongHyup Headquarters (program with Google Korea: GCP, Vertex AI, Gemini). Ran the mutual-finance workstream end-to-end: prioritized 27 use cases into 4, built 3 of the bank-wide program's 7 PoCs with on-premise migration specs, cutting average task time from 10 to 3 minutes in evaluated workflows; all four priorities adopted in the client's next-gen IT build (1,110 branches).
- **Insurance Product Design:** Designed predictive rider-recommendation and LLM-assisted enrollment workflows for Shinhan Life; authored core PRDs translating insurance and compliance requirements into buildable specs; reduced projected project cost by 17%.

LG CNS — Consultant, AI & Product Engineering

2018 – 2021

- **Digital Banking:** Prototyped and shipped personal-spending features and behavioral nudges for KB Kookmin Bank's Star Banking, part of a 15-month, ₩200B (~\$150M) digital banking program.
- **Deep Learning Research (DLoC):** Won 1st place in LG CNS's Idea Monster research competition; led a 7-person team testing CNNs on 2D-encoded commerce data. First-authored the conference paper, received two patents; methodology adopted by K Financial Group's card and banking units.

EDUCATION

MDes Interaction Design — California College of the Arts — 2026

Graduate coursework in Sociology — Seoul National University

B.Sc. Mathematics — Seoul National University

ADDITIONAL HIGHLIGHTS

- **Hackathon Winner:** 1st Place, Internal Tools Track, Agent Natives Builders Hackathon @ Cloudflare SF (2026); 3rd Place & Nano Banana Award, Sketch and Search Hackathon (Qdrant, Freepik, Google DeepMind) (2025).
- Taught an Agentic Coding workshop for CCA Faculty and Staff (San Francisco, 2026).
- **Patents:** KR20210079886A, KR20210081161A – Customer Behavior Analysis & Purchase Prediction (2021).
- **Languages:** Korean Native | English Professional | Japanese Professional (JLPT N1).