

PROFILE

Pill Yoon is a creative and results-driven Retail and Exhibit Designer with over 10 years of experience. Skilled in developing product, retail store design, architectural, and technology concepts through drawings, modeling, and execution, Pill excels in leading product concept design and managing lifecycles. Focused on delivering high-quality, customer-centered designs, Pill expertly manages complex projects, ensuring aesthetic continuity and adherence to industry standards.

EXPERIENCE

PRODUCT DEVELOPMENT SPECIALIST-CLARITY RETAIL SERVICES- WEST CHESTER, OH – 2024-PRESENT

- Lead product concept design and development, ensuring innovative solutions align with consumer demands and manufacturing feasibility. Control design specifications, prototyping, and iterative refinements to enhance functionality and market competitiveness.
- Manage the product development process from concept to launch, ensuring timely delivery and cost efficiency. Collaborate with teams and suppliers while producing production-ready engineering drawings that meet manufacturability standards.
- Direct testing and regulatory compliance processes, collaborate on marketing strategies and use market feedback to refine products and drive continuous improvement.

DESIGN ANALYST & RETAIL DESIGNER-BLACKHAWK NETWORK- PLEASANTON, CA – 2022-2023

- Develop practical and cost-effective retail design concepts, focusing on innovative use of materials and sustainability.
- Perform in-depth analysis of architectural and engineering drawings to optimize design functionality and aesthetics.
- Lead project execution, ensuring design concepts are realized accurately with close coordination among engineers, fabricators, and contractors.

STORE DESIGNER-TOTAL WINE & MORE-BETHESDA, MD – 2018-2020

- Design and implement store layouts and displays that enhance customer engagement and contribute to an immersive brand experience.
- Specialize in schematic development and VM planning, applying modern design principles to maximize functionality and aesthetic appeal.
- Direct brand-enhancing initiatives, successfully integrating brand identity into physical designs, achieving a 12% increase in ROI.

EXPERIENCE & EXHIBIT DESIGNER-HARGROVE, LLC-LANHAM, MD – 2016-2018

- Created and managed design solutions for large-scale events and exhibits, focusing on aesthetics, functionality, and brand alignment.
- Oversee all stages of event design, from initial concept to final implementation, ensuring projects meet client specifications and deadlines.
- Apply problem-solving skills to navigate design challenges, maintaining brand consistency and audience engagement across various formats.

RETAIL & ENVIRONMENTAL DESIGNER-RPG, *Building the Retail Experience*-NEW YORK, NY-2013-2014

- Design and execute branded retail environments and promotional events, enhancing brand visibility and consumer interaction.
- Develop innovative display solutions, ensuring they meet both marketing goals and customer needs.
- Manage fabrication and prototyping processes, ensuring products meet quality standards and maintain design integrity.

SKILLS

Advanced 2D/3D Programs, Design Research and Analysis, Project & Vendor Management, Cross-Functional Collaboration, Client Relationship Management, Schematic Design Development, Material Assessment, Creative Problem-Solving, Fabrication and Prototyping, VM planning, Technical Drawing and Sketching, Resource Management, Space Planning, Construction Management.

EDUCATION

FASHION INSTITUTE OF TECHNOLOGY, NEW YORK, NY – 2009-2013

- Visual Presentation and Exhibition Design - A.A.S
- Direct and Interactive Marketing Major- B.S