



SKILLS

90%

- Photoshop
- Illustrator
- Xd
- InDesign
- Figma
- After Effects
- HTML/CSS
- LightRoom

75%

- Premiere Pro
- Procreate
- Git / Github
- Javascript
- Node.js
- Electron

50%

- React.js
- jQuery
- Python
- Django

LANGUAGES



JENNIFER JUNG

UX Designer / Product Designer

INFO

- ♀ Female / She / Her
- 📍 Ann Arbor, MI
- ☎ +1 734-330-5029

CONTACTS

- ✉ jenniferjung808@gmail.com
- 🌐 www.linkedin.com/in/jenniferjung808
- 🌐 https://jenniferportfolio.netlify.app/

WORK EXPERIENCE

Moblize.IT

November 2024 - Current

Mountain View, CA

UI/UX Designer Intern

- Collaborating with teams to align app workflows with Moblize.IT's SaaS CRM goals for seamless integration.
- Leading the redesign of the "Baniya" financial mobile app to create a user-centered, visually cohesive, and more.
- Developing wireframes, prototypes, and interaction designs to support the app's iterative development and MVP delivery.

Upwork

May 2024- Current

Ann Arbor, MI

Freelance UX Designer

- Designed and delivered user-centric solutions for diverse clients, including wireframes, prototypes, and responsive interfaces.
- Managed multiple projects simultaneously, meeting tight deadlines while maintaining high-quality design standards.

Michigan Medicine

November 2022 - Current

Ann Arbor, MI

Marketing and Media Assistant

- Directed design and strategy of multi-platform campaigns, boosting social media engagement with data-driven approaches
- Utilized multi-functional design skills to optimize content delivery and manage online media for increased brand visibility
- Partnered with cross-functional teams across 13 departments to elevate visibility, earning 3 peer-recognition awards.
- Enhanced content interaction by refined design techniques, contributing to greater brand awareness and user engagement.

CERTIFICATION

Google UX Design specialization

Issued: August 2021

Completed 7 UX-focused courses via Coursera, earning the UX Designer Professional Badge

EDUCATIONS

University of Michigan_Ann Arbor

August 2022 - May 2025

Ann Arbor, MI

Bachelor of Science in Information - UX Design path

- Dean's honor (Fall 2022, Fall 2023)
- Full-Ride Scholarship (Rogel Award of Excellence)
- Organization: American Advertising Federation
- GPA : 3.81

Santa Monica College

August 2019 - June 2022

Santa Monica, CA

Associate degree of Arts in Art

Associate degree of Arts in Arts and Humanities

- Graduating with High Honors
- Dean's Honor list (Fall 2020, Spring 2021, Fall 2021, Spring 2022)
- Scholar's Program member
- GPA : 3.76

Flower Mound High School

Class of 2019

Flower Mound, TX

- GPA (Weighted / Unweighted) : 3.62 / 3.25

ORGANIZATION

American Advertising Federation

September 2022 - April 2023

University of Michigan

AWARDS_(High School and later)

Academic Award

May 15, 2018

Flower Mound High School

12th Annual Global Citizenship Symposium: Human Rights

May 6th, 2021

Santa Monica College

Chosen for publication

FALL 2017 Contest

Celebrating Art.com

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PROJECTS

Hero Hub

August 2024 - December 2024

Conducting user research, usability testing, and journey mapping to design a mobile app addressing educational inequality, with an accessibility-focused, user-centered approach and intuitive user workflows, enhancing user retention.

U-M Recreational Sports

August 2024 - April 2025

Redesigning the app with gamified features, refined information architecture, and e-commerce integration to enhance usability, increase user engagement, simplify interactions, and improve overall user satisfaction.

LivMate

August 2024 - November 2024

Led user research, persona development, and prototyping to deliver mobile-first designs, optimizing navigation, improving interaction, fostering an engaging user experience, and increasing app usability.

RoosRoast

January 2024 - April 2024

Revamped a client website using design systems and iterative processes to enhance responsive layouts, user flow, content engagement, improve usability, and boost overall brand visibility

NOAA: GLANSIS

August 2023 - December 2023

Simplified complex data structures, redefined information architecture, and implemented WCAG-compliant, user-centered web designs to improve usability, accessibility, and overall system functionality.

MyWiddy

May 2024 - August 2024

Built an integrated desktop widget, improving task efficiency and workflows with interaction-focused features, usability testing.

Vendors

July 2021 - August 2021

Designed high-fidelity prototypes for a vendor-customer app, prioritizing user accessibility and inclusive interface design.

In-Flight Entertainment System

February 2021 - June 2021

Created a user-friendly interface to enhance functionality and engagement for an in-flight entertainment platform.