# Mona Luo

## **Product Designer**



monaluo.me



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# **Education**

#### **School of Visual Arts**

New York, NY | May 2023 (expected) M.F.A. Interaction Design

# **University of California San Diego**

San Diego, CA | Jun 2020 B.A. Interdisciplinary Computing and The Arts **Human Computer Interaction Minor** GPA: 3.83

# Skills

# Design:

Interaction Design Visual Design Design for Accessibility User Persona User Flow Wireframing Prototyping User Research **Usability Testing** 

#### **Tools:**

Figma, Sketch, Adobe XD ProtoPie. Principle Adobe Creative Suite

#### **Programming:**

HTML/CSS/JavaScript Python

# Experience

## **UX Design Intern, Chegg Inc.**

Jun 2022 - Aug 2022

- · Designed two new features end-to-end to increase the engagement of Chegg's Course Dashboard.
- Led the cross-functional intern team to ideate solutions.
- Collaborated with UX researchers, content designers. accessibility specialists, and engineers to iterate wireframes and high-fidelity prototypes.
- · Designed Chegg's first content design system.

# UI/UX Designer (Freelance), Lucky Cloud Hanger Co., Ltd

Aug 2020 - Feb 2021, Aug 2022 - Oct 2022

- Designed two websites for Lucky Cloud and Alpha Hanger. Increased Alpha Hanger's revenue by 10% and customer base by 42% in the first year.
- · Increased brand awareness by redesigning logos and building website style guides and mood boards.

## **Product Designer, Johnson & Johnson (sponsored project)**

Sep 2021 - Dec 2021

- Led the design of a mobile app for chronic pain management.
- Identified user needs by conducting user research.
- Presented solutions to the sponsor with interactive mockups and a concept video.

# UI/UX Design Intern, Essence Securities Co., Ltd

Apr 2021 - Jul 2021

- Designed and shipped Essence Asset Management mobile experience.
- Optimized the user experience and information architecture to reduce the friction of the IT Service Portal.

# Product Design Lead, Launchlt

Jan 2020 - Feb 2021

- · Redesigned and shipped a web-based idea incubator for college students.
- Led usability testing and the design of 5 new features to optimize user experiences.
- · Collaborated with the product manager and the lead engineer to build product strategies and roadmaps.