Kiko Pan

(510) 816-9101 | kiko321pan@gmail.com | linkedin.com/in/kiko-pan | Portfolio

OBJECTIVE

To obtain a full-time entry-level UX/UI design position to apply user research, wireframing, and design skills in a collaborative, user-focused environment that fosters growth and learning.

PROJECTS

Snap-A-Tune | *Figma, User Persona, UX Flow, Competitive Analysis* — April 2024 – June 2024
- Designed a music discovery app using photo recognition to create personalized playlists based on users' environments, enhancing the discovery experience and overall user experience.
- Conducted usability testing (UX research) with 15 participants, turning insights into actionable design features.
- Enhanced accessibility by adding adjustable equalizers and volume levels for auditory impairments.

BeReal Jam | *Figma, User Survey, Wireframing* — November 2023 – December 2023
- Added BeReal extension with innovative features to improve user engagement and foster a stronger sense of community.
- Performed background research to analyze user attitudes towards dance and evaluate competitor solutions.
- Organized 27 user surveys and led user testing to gather feedback, improving the app's interface and functionality.

EXPERIENCE

Design Co: UP-Grade Internship — July 2024 – September 2024
Web Developer — *San Diego, CA*
- Developed Miss Vietnam San Diego's first website, creating their initial online presence.
- Learned and implemented Vue.js to build an interactive, responsive website.
- Collaborated within a cross-functional team of designers to deliver six interactive web pages in 10 weeks.
- Engaged in weekly stakeholder meetings to understand organizational needs, incorporate feedback, and ensure the website reflected core mission and values.

Girls Who Code — May 2024 – August 2024
Teaching Assistant — *Remote*
- Facilitated two 4-week Game Design programs, fostering peer-to-peer collaboration, active engagement, and a strong female community among 60 high school students.
- Designed and facilitated 25+ hands-on coding classes, applying creative methods to enhance student learning experiences and boost problem-solving abilities.
- Collaborated with 10+ educators from diverse backgrounds to enhance program curriculum and student outcomes.

Project Art of Learning — January 2024 – June 2024
UI/UX Design Lead — *San Diego, CA*
- Led website redesign for non-profit, delivering design system with interactive prototypes and wireframes in Figma.
- Served as the primary liaison between stakeholders and team, ensuring alignment with user-centered design decisions and project goals.
- Conducted 18 user interviews, integrating insights into design solutions enhancing overall website accessibility.
- Redesigned information architecture, streamlining navigation and content discovery to enhance the overall UX.

Pressed — January 2023 – June 2024
Shift Lead — *San Diego, CA*
- Boosted sales and customer satisfaction by 20% by leading exceptional service and leveraging product knowledge.
- Implemented company policies and facilitated open communication to promote safe and inclusive environment.
- Trained new team members, improving shift efficiency and overall team performance.

EDUCATION

University of California, San Diego
Bachelors of Science in Cognitive Science: Specialization in Design + Interaction;
Minor in Computer Science
Expected June 2025 —— GPA: 3.61
Involvement: Design Co., Design for America, Association for Computing Machinery (ACM)

SKILLS

Design Tools:
Figma, Wireframing, Prototyping, UX Research, User Interview, User Testing, Information Architecture, User Flow, Competitive Analysis, User-Centered Design

Technical Skills:
HTML/CSS, JavaScript, Python, Java, Excel