Caleb Sun

calebsun.co ↗   (408)707-6817   sun.cs0327@gmail.com

Education

Carnegie Mellon University

August 2021 — May 2025
Bachelor of Design and Human-Computer Interaction
Dean's List 2021, 2022, 2023
Student Merit Award

Experience

CSL Behring ↗

UX/UI Design Intern — June 2023-August 2023
UX/UI Design Contractor — September 2023-Present

Lead a redesign effort to improve and streamline the Plasma design workflow. Prepared resources for CSL's first in-house usability testing trials. Spearheaded an initiative to use generative research methods in user research. Assessed and improved Plasma design system and component library with a focus in scalability. Audited existing designs, documenting archived work, and improving/creating new flows for the Plasma digital experiences as a part of an internal SCRUM team.

Samsung Spatial Project

Design Contractor — August 2023-Present

Details about this project are protected under NDA.

Vela Projects ↗

Freelance Designer — February 2023-July 2023

Redesigned logo and created new, scalable design system. Created branded materials with a focus on usability by client. Designed and developed company website.

Hippo Swim Club ↗

Freelance Designer — June 2023-July 2023

Designed and developed company website using Webflow.

Other

CMU User Experience Association ↗

Co-VP of Content — May 2023-Current

Partook in collaborative efforts to improve and iterate off of existing newsletter format and delivery methods, increasing readership significantly. Interviewed various UX professionals. Wrote and edited content for newsletter, delivering on tight deadlines. Designed thumbnailing system for newsletter publication in accordance to wider organizational branding goals.

CMU Project Smile

Design Lead — August 2022-Current

Lead redesign effort to create branding guidelines and materials. Crafted social media marketing content according to brand guidelines. Designed website.

Skills

Software

Figma, Adobe Creative Suite, Webflow, HTML/CSS, Miro, Solidworks, Microsoft Office Suite, Jira

Technical

Persona building, Wire-framing, Generative research, Usability testing, User interviews, Design handoff

Analog

Rapid prototyping, Storyboarding, Digital and traditional sketching