

MINJOO YUN
UX DESIGNER

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It’s incredibly important to start with an accurate picture of who I am designing for and what problems I am trying to solve. I love to design & iterate through tests and researches.

EXPERIENCE

Pinterest Product Designer Contract San Francisco, CA (March 2020 - present)	Collaborating with cross-functional teams, I've helped creators share ideas with images, text, and videos and helped people protect their copyrighted assets. Projects I’ve been involved include: Content Claiminng Tool, Product Tagging, Creator Attribute, Response, User Education and more...
Verily (Google Life Sciences) UI/UX Designer Contract South San Francisco, CA (June 2018 - March 2020)	I’ve worked on various portfolio of projects on Health Platforms, from patient-facing disease management solutions to health system-facing population management tools. I created marketing and enrollment sites, packaging and instructional manual for hardware devices, and software solutions for patients, health coaches, and clinicians.
KarFarm UI Designer Sunnyvale, CA (2017 - 2018)	Collaborating with PM, engineers, and marketing manager, I redesigned the user experience for mobile app onboarding flow and designed the marketing website. Also, I provided assets and UX specifications for product excellence.
Clincase UX Design Intern Berlin, Germany (2017 - 2017)	As a UX design intern, I designed end to end feature work in collaboration with cross-functional partners. I supported the migration of the patient-reported outcome (PRO) instrument from paper to electronic format for Clincase EPRO 1.0 I created low-fidelity and hi-fidelity prototypes of end-to-end experiences for desktop, tablet, and mobile devices. Likewise, I produced and developed relevant, effective visual design, such as icons, illustrations, etc.
BlueStacks UX Design Intern Campbell, CA (2015 - 2016)	I conducted user research and analyzed collected data for user interface acceptability and designed visual assets to contribute to BlueStacks TV—a platform that empowers global gamers to stream apps from their computer to Twitch.

EDUCATION

San Jose State University Bachelor of Fine Arts in Graphic Design (June 2015-May 2018) San Jose, CA
General Assembly Front-end Development (December 2017- March 2018) San Francisco, CA

SKILLS

Competency Product Design Interaction Design Visual Design Rapid Prototyping Design Research	Code/Interaction HTML, CSS, JavaScript, React JS (learning), jQuery, Principle, ProtoPie, Figma, Invision, Framer	Graphic Sketch, Photoshop, Illustrator, InDesign, AfterEffect
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