

Experience

- UI/UX Developer

December 2023 – Present @ DLRdmv

 - Works across between design and development to deliver front-end design solutions.
 - Create user interface (UI) mock-ups and prototypes using Figma.
 - Build UI components using Angular, Typescript, JavaScript, HTML, and CSS/Sass.
 - Collaborate with back-end developers to integrate APIs to ensure end-to-end product experience.
- Sr. UX Designer

January 2022 – January 2023 @ OTA World

 - Led a design team and managed multiple projects, including user interface (UI) development, web design, branding, and marketing materials.
 - Built web product pages using HTML, CSS, and JavaScript.
 - Maintained e-commerce websites using Shopify.
 - Mentored junior designers to improve team performance and maintain design quality.
- UX Designer

January 2020 – January 2022 @ OTA World

 - Designed responsive user interface layouts and features, focusing on user interaction flow, design details, and a mobile-first approach.
 - Created digital and graphic contents for company marketing using Adobe Creative Suite.
 - Planned, shot and edited product photography for use in digital and graphic content.
- Graphic Designer

January 2014 – December 2014 @ Ravi's Import Warehouse

 - Designed and produced a wide range of graphic materials such as digital, print, and branding.
 - Ensured all designs align with brand guidelines, company aesthetics, and project requirements.
 - Collaborated closely with marketing, sales, and other internal teams to deliver effective design solutions.
 - Planned, shot and edited product photography for use in digital and graphic content.
- Product Designer

January 2011 – January 2012 @ Pantech Wireless

 - Performed all phases of the mobile design process from concept to design mockups.
 - Practiced user experience design methods, including user research, personas, user journey maps, storyboards, user flows, wireframes, and prototypes.
 - Collaborated with a manager and a team of designers to refine concepts, articulate design decisions, and drive the product design development process to completion.

Education

- Interaction Design - M.A.

January 2021 – December 2022 @ University of North Texas
- Fine Studio Art & Graphic Design - B.F.A.

August 2017 – December 2019 @ Southern Methodist University
- General Studies - A.A.

January 2014 – April 2017 @ Brookhaven Community College
- Product Design - B.A.

March 2006 – December 2010 @ Hongik University

Expertise

Design	User Experience / User Interface / Product / Web / Graphic
Development	Angular / TypeScript / JavaScript / HTML5 / CSS / Sass
Tools	Figma / Adobe XD / Illustrator / Photoshop