

Jenny Li

Aspiring UI/UX Designer | Front-End Developer

With a background in architectural design, I bring a unique perspective to digital design by blending visual storytelling with user-centered solutions to create intuitive experiences for all users. Passionate about creating meaningful digital experiences with a focus on social impact.

jennyliarch@gmail.com
(347)399-2590



| Design Tools

- HTML/CSS
- Javascript
- Adobe Creative Suite
- Figma
- Rhino
- Enscape
- Revit
- AutoCAD
- Sketchup
- Grasshopper
- Ladybug
- Qualtrics XM
- QGIS
- Microsoft Suite
- Google Suite

| Skills

- UI/UX Design
- Spatial Design
- Detail-oriented
- Hand-drafting
- Model-making
- Laser-cutting
- Photography
- Content creation
- Fluent in Mandarin/Fuzhouinese dialect

| Education

Intro to AgTech Student Trainee

Aug 2024 – Nov 2024

Change Food for Good

- Learned HTML/CSS and Javascript and developed a portfolio website with feature projects
- Designed a space-efficient, 3D hydroponic farm system using Sketchup
- Collaborated with other trainees on constructing furniture resources and hydroponic systems for communal use and food distribution

Parsons School of Design, The New School

Sept 2020 – May 2024

Bachelor of Fine Arts (BFA) – Architectural Design

- GPA: 3.90, Dean's List for Fall 2020 – Spring 2024
- American Institute of Architecture Students (AIAS)

| Work Experience

Web Development Intern

Nov 2024 – Present

Change Food for Good

- Maintain Change Food for Good's website by updating existing content, developing new pages, and ensuring its functionality aligns with the non-profit's mission
- Gather data and contribute to UI/UX ideation processes in collaboration with the founder and other tech interns
- Assist in implementing platforms like Mailchimp API processes to support recruitment for the upcoming cohort

UX Design Intern

June 2023 – Aug 2023

Vita Coco

- Collaborated with the marketing team to redesign the events page for an internationally accessible sports drink website called PWR LIFT
- Spearheaded the PWR LIFT project, with the Creative Team, developing information architecture and personas, and 20+ wireframes on Figma with the Creative Director
- Designed transportation advertisement and product packaging within brand guidelines

Architecture Design Intern

June 2022 – Aug 2022

Spotify

- Directed a furniture reshuffle plan of 30+ furniture items in the common areas and corridors, across 7 floors
- Reviewed existing furniture layouts and drafted 7 future guides/plans on AutoCAD for facilities
- Managed existing 100+ open furniture items inventory with Excel and collaborated with vendors about initial pricing/ budgeting

| Volunteer Experience

Scholarship Review Panelist

Mar 2024 – Apr 2024

Apex for Youth

- Volunteer reviewer of scholarship essays for high school seniors at this non-profit empowering the youth