JUN FAN

PRODUCT DESIGNER

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SKILLS

Design

Rapid prototyping

Wireframing

Interaction design

Information architecture

Journey mapping

Personas and scenarios

User flow

Visual design

Data visualization

Research

Competitive analysis

Survey

Interview

Affinity diagramming

Card sorting

Usability testing

Heuristic evaluation

Programming

HTML5 / CSS3

JavaScript

Python

Tool

Sketch

Principle

InVision

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Figma

FramerX

EXPERIENCE

NOV 2017 Carta, Inc. | Seattle, WA

PRESENT Product Designer II

Lead designer for Investor and Analytics products; shipped multiple end-to-end products for investors, founders, and financial analysts.

Designed Scenario Modeling tool; achieved 8x engagement than original OKR and projected additional \$3.4M ARR.

Designed Portfolio Insights product and increased Investor engagement by 83%.

Build and adapt company-wide design system, Ink.

MAY 2017 Weblife.io (Aquired by Proofpoint) | Seattle, WA

AUG 2017 UX / UI Designer

Delivered new onboarding experience and homepage visual design for Weblife's web app.

APR 2016 Univ. of Washington Sustainability | Seattle, WA

JUN 2017 UX Designer

Conducted 15 user testings and redesigned the information architecture of University of Washington Sustainability's website.

Redesigned UI by following UW's brand guideline; Implemented the responsive web experiences with front-end code.

JUN 2014 MCM // McCann | Shanghai, China

SEP 2014 UX Design Intern

Created wireframes and prototypes for web and mobile marketing campaigns launched by L'Oreal Paris, Nippon and Wyeth; Presented designs to developers.

EDUCATION

SEP 2015 University of Washington, Seattle

MAR 2017 Master of Communication in Digital Media

Concentration: User Experience Design

SEP 2011 Shanghai Jiao Tong University

JUN 2015 Bachelor of Arts, Communication