

Julie Phan

UI/UX Designer

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EDUCATION

University of California, Los Angeles

SEPT 2021 - JUNE 2025

B.S. Cognitive Science

Specialization in Computing

Minor in Digital Humanities

SKILLS

Tools

Illustrator, Procreate, Canva,
Figma, After Effect

Code

HTML/CSS, Matlab, Python, C++

Design

Lo/Hi-fi Mockups, Interaction
Design, Prototyping, Wireframing

LEADERSHIP

ENIGMA

Graphic Designer

JUNE 2022 - Present

Create club designs and manage
social media accounts. Illustrate
merchandise with the club treasurer.

STEM To Go

Head of Design

JULY 2020 - OCT 2022

Lead a department with 9 other
graphic designers to create content
creation for the Instagram account
and website articles and blogs.

EXPERIENCE

UCLA Student Affairs Media Team

Designer

SEPT 2022 - Present

Create prototype sketches and graphics for management. Review
project requirements to plan workflows while collaborating with
project leads.

San Jose Cal-SOAP

College Success Advisor

SEPT 2021 - Present

Analyze and report social media and online marketing campaign
results while working with department personnel. Monitor the online
presence of the company's brand to engage with users.

Scholarbuzz

Graphic Designer

NOV 2022 - Present

Promote brand identity by creating company logos and delivering
user-friendly website wireframes. Illustrate design concepts by style,
and aesthetic elements to meet predetermined preferences.

Studyist

Graphic Designer

JUNE 2020 - NOV 2022

Built organization brands by designing cohesive looks between
elements while developing display and marketing material for product
branding. Design creative digital displays used in online marketing.

PROJECT

UMOMI

UX/UI Designer

FEB 2022

Designed a personalized recipe prototype app using Figma. Most
Creative Winner and Best Presentation & Story Telling Winner. Top
4 Finalist in UCI Design-a-thon.

Jelly

UX/UI Designer

OCT 2022

Designed a skincare app prototype that establishes relationships
between users and their skin in a 4-person team in 3 days.

Plantology

UX/UI Designer

APR 2022

Designed a goal-based app that centers around plants. Received
Honorable Mentions for USC CreateSC Design-a-thon.