

# Lauren Chun

## Product Designer

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Product Designer with 3 years experience crafting intuitive, data-driven solutions. Adept at simplifying complex systems, ensuring design consistency, and driving user-centered experiences within collaborative environments.

## Skills

**Design:** High-Fidelity Prototypes, Wireframes, Design Systems, Visual Design, Usability Testing, User Flows, Micro-Interactions, Storytelling, UX/UI Guidelines, Data-driven Design, Systems Thinking

**Research:** User Research, A/B Testing, UX Testing, Usability Testing, User Interviews, Analytics, Google Sheets

**Tools:** Figma, Adobe Creative Suite, Jira, Asana, Agile Methodology, HTML5/CSS3

## Professional Experience

[Asian Cinevision](#), New York, NY (Hybrid)

Mar 2024 – Present

### Product Designer

- Spearheaded the redesign of the ticket/pass purchase flow, resulting in a 180% profit increase, by aligning the design with user behavior data.
- Collaborated with cross-functional teams to optimize the web app's user interface, enhancing the overall user experience and engagement.

[Vestwell](#), New York, NY (Hybrid)

Jun 2024 – Aug 2024

### Product Designer, Intern

- Developed a unified design system that integrated 17 separate communication systems, improving operational efficiency by 50%.
- Delivered 5 responsive web apps, reducing project timelines by 50% while maintaining design consistency across platforms.

[A/P/A Institute](#), New York, NY (Hybrid)

Mar 2023 – Jan 2024

### UX Engineer

- Prototyped a highly accessible web app for a virtual exhibit, ensuring a seamless user experience on WordPress CMS through rigorous usability testing.

[Known Source](#), New York, NY (Remote)

Sep 2022 – Dec 2022

### Product Designer

- Led the eCommerce platform redesign with Shopify integration, which increased user engagement by 30% and conversion rates by 15% through data-driven design improvements.
- Created detailed user journey maps and prototypes that enhanced customer experience and streamlined the purchase process.

[Samsung Research America](#), Santa Clara, CA (Remote)

May 2022 – Dec 2022

### Product Designer, Intern

- Designed and prototyped 3 key features for mobile apps, emphasizing usability and accessibility to meet diverse user needs.
- Partnered with cross-functional teams to ensure designs aligned with both user and business goals, contributing to ongoing feature development.

[New Art City](#), San Jose, CA (In Person)

Dec 2020 – Aug 2021

### Product Designer

- Designed an online exhibit platform for 400k attendees across 125 countries, enhancing navigation.

## Education

**New York University, Master of Professional Studies** Design and Technology Program (ITP)

May 2023

**San Jose State University, Bachelor of Fine Arts** Digital Media Art

May 2021