

# Lauren Chun

## Product Designer

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Using technology and design, I aspire to create delightful interactions for users. I have worked with engineers, designers, project managers, and stakeholders for a range of innovative clients and corporations.

## Technical Skills

**Programming Tools**– SQL, HTML5 CSS3, Javascript, Node.js, APIs, React, Front End Development, Express, ARIA

**Design Skills** – Wireframing, Usability, User Flow Design, Visual Design, Design Thinking, Mockup, Prototyping, Hi-Fidelity, Web Applications, Mobile Applications, Equity-Focused Design, Animation, GIF, SVG Creation, Storyboarding, Meta Quest Oculus, Unity

**Research/Analytics Skills** – A/B Testing, UX Testing, Lyssna, Google Analytics, Tableau, Excel, Google Sheets

**Design Tools** – Figma, Adobe Creative Suite, Photoshop, Illustrator, After Effects, Premiere Pro, Miro, Blender

**Organization Tools** – Google Suite, Jira, Asana, Microsoft Office, Excel, Google Sheets, Agile, Confluence

**AI Tools** – ChatGPT, Copilot, Dalle, Stable Difusion, VQGAN+CLIP, Playground.ai, Google Collab

## Professional Experience

[Vestwell](#), New York, NY

June 2024 – Present

**Product Designer, Intern**

- Facilitate unifying Vestwell's 17 marketing communication design systems into 1 cohesive design system to promote consistency and improve scalability amongst 17 clients' retirement and savings websites.
- Cross-collaborate with engineering and marketing to develop websites. Present and advocate design mocks and decisions to the internal team, stakeholders and clients.

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

May 2022 – Dec 2022

**Metaverse UX Researcher & Designer, Intern**

- Designed end-to-end hi-fidelity mixed reality prototypes to showcase new innovations for B2B and B2C in Unity in collaboration with PMs, engineers, and tech artists to create two potential solutions.
- Led research of segment specific uses of potential new technologies for use cases to showcase innovative solutions to stakeholders and potential customers.
- Leveraged user-centered design principles and conducted extensive user research. Created an intuitive and visually appealing menu interface, facilitating easy navigation through application of social experience.

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

Dec 2020 – Aug 2021

**Interaction Designer, Intern**

- Led the redesign and implementation of a website for user-centric wayfinding path for the virtual exhibition festival lobby, resulting in improved navigation and UX within the virtual environment. The lobby and main point to enter for 27 different 3d art installation environments.
- Designed unique aesthetic 5 unique asset bundles for improved brand identity using UI, color, layout, iconography for 3d environment.

[San Jose State University ECampus](#), San Jose, CA

Aug 2019 – Dec 2019

**UI/UX Designer, Intern**

- Designed and developed for iOS and Android mobile applications, ensuring seamless user interactions and optimizing the UX of a VR educational environment resulting in 84% increase of student success.

## Education

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

May 2023

**GPA 4.0, Related Coursework:** UX Design, Multimodal Design for Accessibility

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

May 2021

**GPA 3.7, Related Organizations:** ACM SIGGRAPH, SVVR, CADRE Mentorship