Lauren Chun

Design Engineer

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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 – 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

Analytics Tools – Google Analytics, Tableau, Excel, Google Sheets

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

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

Professional Experience

A/P/A Institute, New York, NY   Mar 2023 – Jan 2024

UX Engineer, Freelance

- Identified key features and needs of users and stakeholders. Articulated design decisions and drive stakeholder alignment.
- Developed and deployed web application for responsive design in desktop, mobile, and iframe.
- Designed with figma and implemented in js, accessible and interactive onboarding of experience, menu, and navigation.

Samsung Research America, Santa Clara, CA   May 2022 – Dec 2022

Metaverse UX Researcher & Designer, Intern

- Designed end-to-end hi-fidelity mixed reality prototypes for tools in Unity in collaboration with PMs, engineers, and tech artists.
- 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.

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.
- Designed unique aesthetic UI, color, layout, iconography for 3d environment assets.

San Jose State University ECampus, San Jose, CA   Aug 2019 – Dec 2019

UI/UX Designer, Intern

- Redesigned UI for student experience in physical chemistry class, resulting in 84% of students indicating easier understanding of concepts.
- Designed and developed for iOS and Android mobile applications, ensuring seamless user interactions and optimizing the UX within the VR educational environment.

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