

Lauren Chun

Product Designer

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Creative and data-driven Product Designer with experience in crafting intuitive, user-centered interfaces. Skilled in cross-functional collaboration and delivering innovative solutions.

Technical Skills

Design: UI, Wireframing, Usability Testing, User Flows, Visual Design, Prototyping, Hi-Fidelity Mockups, Design Systems, Equity-Focused Design, Storyboarding, Animation, ChatGPT, Copilot

Research & Analytics: User Research, A/B Testing, UX Testing, Google Analytics, Tableau, Lyssna, Excel

Design Tools: Figma, Adobe Creative Suite (Photoshop, Illustrator, After Effects), Miro

Programming: HTML5, CSS3, JavaScript, React, Node.js, APIs, Front-End Development, Express, ARIA

Collaboration: Google Suite, Jira, Asana, Microsoft Office, Confluence, Agile Methodology

Professional Experience

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

June 2024 – August 2024

Product Designer, Intern

- Unified 17 distinct marketing communication design systems, enhancing scalability and consistency across retirement and savings websites for 17 clients.
- Shipped 4 websites by collaborating with engineering and marketing teams, aligning design solutions with business goals.

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

Mar 2023 – Jan 2024

UX Engineer, Freelance

- Designed and prototyped web application for a virtual exhibition, creating a responsive web application integrated with WordPress.
- Developed accessible onboarding processes and intuitive UI navigation, improving user experience.

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

Sept 2022 – Dec 2022

Product Designer, Freelance

- Led UX/UI redesign of an eCommerce platform, increasing user engagement by 30% through optimized user flows and intuitive interface.
- Secured stakeholder buy-in by effectively communicating design concepts and research findings.

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

May 2022 – Dec 2022

Product Designer, Intern

- Designed 3 high-fidelity mobile application prototypes for B2B and B2C mobile applications, collaborating with PMs, engineers, and tech artists.
- Conducted user research to inform design decisions, creating an intuitive menu interface for a social app.

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

Dec 2020 – Aug 2021

Product Designer, Intern

- Redesigned a complex virtual exhibition festival lobby interface, improving navigation and ux.

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

Aug 2019 – Dec 2019

Product Designer, Intern

- Designed iOS and Android edtech applications, leading to an 84% increase in 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