

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 – 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