DANIEL MOON
UX/UI DESIGNER

WORK EXPERIENCE

UX/UI Designer | Hyundai Mobis
June 2020 - Present | Montgomery, AL
- Reduced maintenance downtime by 20% by designing a production monitor and maintenance request app.
- Redesign previous manufacturing execution software interfaces.
- Conduct user interviews and collect user feedback.
- Host workshops for user research every week.
- Create user profiles, personas and conceptual design.
- Create flow diagrams, wire frames, story boards, and visual mockups.
- Develop low fidelity wire frames and high fidelity prototypes.
- Present designs to stakeholders and developers.

DESIGN PROJECTS

UX/UI Designer | Boston Chinese Evangelical Church
November 2021 - Present | Boston, MA
Design a website for in-person services that allows users to pre-register for events. Conduct interviews, prototype high fidelity UI, and create style guides. Work closely with the developer to implement changes.

UX/UI Designer & Developer | 2020 MECPS Capstone Project
January 2020 - June 2020 | Irvine, CA
Designed and developed the UI for an autonomous robot navigating with human interactions. Collaborated with 2 students and 3 faculty members. Youtube Video url : https://www.youtube.com/watch?v=oA2MACKItXE

EDUCATION

University of California, Irvine
Master of Embedded and Cyber-Physical Systems | GPA 3.89
September 2019 - June 2020

Purdue University
Bachelor of Science in Civil Engineering | GPA 3.50
September 2012 - December 2018

Portfolio

https://moondl57.github.io/portfolio/

Contact

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(765) 426-4880

Skills

UI/UX

Responsive Design

Wireframing

Prototyping

User Flows

Usability Testing

Programming (Python)

HTML, CSS, JavaScript

Tools

Figma

Adobe XD

Adobe Photoshop

Visual Studio Code