

CHANG YUN '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.
- 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.

Developer | Purdue University - Wavelength Calculator

December 2018 | West Lafayette, IN

Developed an engineering web application that outputs wave properties from user inputs using HTML, CSS, and JavaScript.

Graphic Designer, Video Editor | Little Spark

August 2016 - May 2019 | West Lafayette, IN

Designed pamphlets, posters, t-shirt and sweaters. Edited and uploaded videos for special events.

EDUCATION

University of California, Irvine

Master of Embedded and Cyber-Physical Systems | GPA 3.89

Purdue University

Bachelor of Science in Civil Engineering | GPA 3.50

Portfolio

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

Contact

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Skills

UI/UX

Responsive Design

Wireframing

Prototyping

User Flows

Usability Testing

Programming (Python)

HTML, CSS, JavaScript

LaTeX

Tools

Figma

Adobe XD

Adobe Photoshop

Visual Studio Code