

# DANIEL MOON

## UX/UI DESIGNER

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*I am a UX Designer with a background in software development and engineering. I attribute my success to my adaptability, my high attention to details, and my ability to solve problems. These traits blend with my persistence, sincerity, and organizational skills to compose the foundation of my working style.*

## WORK EXPERIENCE

### User Interface Designer - Hyundai MOBIS | May 2021 - Dec 2021

- Redesigned previous manufacturing execution system (MES) software interfaces.
- Conducted user interviews and collected user feedback.
- Hosted workshops for user research every week.
- Created user personas, user flows, and storyboards.
- Developed low fidelity wireframes and high fidelity prototypes.
- Presented designs to stakeholders and developers.

## DESIGN PROJECTS

### UX/UI Designer - Wintrust | Feb 2022 - Mar 2022

- Created a high-fidelity prototype of an app on Figma that provided functional solutions for parents to educate financial responsibility to their children.
- Conducted user interviews, usability tests, and comparative and competitive analysis to generate personas of both parent and child.
- Utilized Apple's Human Interface Guidelines to create wireframes.

### UX/UI Designer - Dirt Bag | Jan 2022 - Feb 2022

- Designed a high-fidelity prototype that provided functional solutions to Dirt Bag's website by improving navigation and inventory presentation.
- Conducted user interviews, usability tests, competitive analysis, and card sorting to gather pain points.
- Created sketches and wireframes to design a prototype of a user-friendly website.

### UX/UI Designer - Boston Chinese Evangelical Church | Nov 2021 - Present

- Design 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 | Jan 2020 - Jun 2020

- Designed and developed the UI for an autonomous robot navigating with human interactions.
- Collaborated with 2 students and 3 faculty members.
- Demo video : <https://www.youtube.com/watch?v=oA2MACKItXE>

## EDUCATION

### General Assembly

User Experience Design Immersive Certificate | 2022

### University of California, Irvine

Master of Embedded and Cyber-Physical Systems | GPA 3.89 | 2019 - 2020

### Purdue University

Bachelor of Science in Civil Engineering | GPA 3.50 | 2012 - 2018