Jeffrey Su
Student and Designer

jeffsu.work
sujeff@wustl.edu
417.379.6324

Education

Washington University in St. Louis
August 2018 - Present

B.S. in Computer Science
Minor in Human-Computer Interaction
Minor in Mathematics

Skills and Tools

Figma, Principle, Sketch, HTML/CSS/JavaScript, Amplitude, UserZoom, Swift, InVision, Java, Python, React

Awards and Achievements

Adobe + A&E Networks Creative Jam
Finalist, Top 7 of 55 teams | February 2020

Kleiner Perkins Design Fellows
Final Round | 2019-2020 KP Fellows

Authority · Money 20/20 Hackathon Runner-Up
2nd Place and Synchrony Prize | October 2018

Somatic App · UMSL Hack v4 Winner
1st Place Overall | February 2020

Projects

Global1000 · Designer & Developer
June 2017 - September 2017

Designed and developed a website to increase accessibility and outreach potential for an organization bringing jobs to urban communities.

Bumipay · Designer
July 2019 - August 2019

Designed website and visual identity, and performed user research for an online B2B payment service in France.

Work Experience

MuleSoft · UX Design Intern
May 2020 - August 2020 | Remote

- Redesigned the platform's web app home page to increase productivity and improve navigation and personalization.
- Researched and documented the viability of merging API Exchange and API Community Manager from a UX standpoint.
- Added new features to expedite workflows, improve access to users' projects, and better onboard new users.
- Built on design system to improve interactions on home page.

Welfie · Product Designer
February 2020 - Present | Remote

- Redesigned main dashboard and designed new store, chat, and COVID-19 features for a digital care platform.
- Created a design system to bring consistency to the platform.
- Created guides about the design system, design process, developer handoff, and more standards for internal use.
- Worked with Blink UX to overhaul identity and app design.

ShareRails · Product Designer
December 2019 – July 2020 | Remote

- Designed a scalable shopping experience that transforms in-store mall shopping into an online COVID-19-era experience.
- Designed a curbside-pickup app to improve coordination and safety for shoppers and retailers.
- Created one-click checkout flow to increase online traffic.
- Launched in 14 malls across the United States.

Onfocoin · Lead Product Designer
April 2018 - December 2019 | Springfield, MO

- Redesigned web and mobile apps for a cryptocurrency bringing crypto to the unbanked.
- Designed landing page which increased sign-ups.
- Created social media graphics and pitch deck used to land seed-funding from several VCs.
- Received over 80K sign-ups and launched on two exchanges.