

grace young

www.graceyoung.design

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EXPERIENCE

Levitate Foundry

UX/UI Designer

Nov 2020 – Present

Remote

- Worked alongside with eCommerce team as design lead to design UX/UI for DTC eCommerce sites.
- Designed creative assets, motion graphics, and video edits for eCommerce sites, social media channels, email campaigns, and digital advertising.

Neoscape

Interactive Design Intern

Jan 2020 – Feb 2020

Boston, MA

- Translated wireframes to responsive prototypes for web and mobile to communicate experiences to the team.
- Designed an iPad dashboard for client users and end to end customer experience.

Impact Labs

Designer

Sept 2018 – Feb 2020

Remote

- Conducted user interviews and synthesized research findings with the team.
- Crafted wireframes and co-led design iteration before hand-off to development. Increased website total page views to 40,000+.

Stockwell

Product Design Intern

Jun 2019 – Aug 2019

Oakland, CA

- Collaborated closely with the product manager, the engineering team, and the retail team to design an intuitive UX/UI for the retail automation tool.
- Audited design system components and assisted with rebrand efforts across internal ops tools and consumer apps.

EDUCATION

Rhode Island School of Design

BFA Graphic Design & Computation, Technology, Culture Concentration

2016 – 2020

Brown University

User Interface & User Experience,

Object-Oriented Programming in Java

2018 – 2020

DESIGN SKILLS

User research • Wireframing • User testing • Prototyping • Design Systems • Brand Identity • Illustration • Information Design

TOOLS

Adobe CC • Adobe XD • Sketch • InVision • Figma • Google Search

CODE

HTML/CSS/SASS • Javascript

Written with 