

Mojin Yu

User Experience Designer +
Visual Communicator

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Education

University of Washington

2019 - 2021

M.S. Human Centered Design and
Engineering (HCDE)

University of Rochester

2015 - 2019

B.A. Digital Media Studies + Psychology
Brain and Cognitive Science Minor

Competencies

Tools

Figma / Adobe XD / Sketch
Marvel / InVision / Principle
Adobe Ai / Ps / Id / Pr / Ae

Design

Human-Centered Design
Interaction Design / Visual Design
Prototyping / Wireframing / Sketching

Research Methods

Usability Testing / Heuristic Evaluation
Interview / Survey / Focus Group
Ethnographic Research
Thematic Analysis

Programming

Arduino / Processing
HTML5 / CSS / JavaScript / PHP
Python

Other

Digital Marketing
Content Creation
Photography

Experience

UX Designer

Microsoft (via Kforce)

Apr 2020 - Present

- Leading design for Microsoft Math Solver, an AI-powered math learning tool (2M+ active users worldwide), as the sole designer on the team.
- Working with product managers and developers to refine and expand product experiences across mobile, tablet, and desktop platforms.
- Designed and carried out three UX research projects and iterated solutions based on research insights.

Graduate UX Researcher + Designer

Cisco Webex Teams, sponsored project

Jan - Apr 2020

- Designed and conducted a usability study to identify critical issues in the first-run experience of Cisco Webex Teams on the iPad.
- Prototyped and proposed design recommendations.

UX Design Intern

Musifai

May - Aug 2018

- Optimized the rental e-commerce website's UX and information architecture; improved conversion and customer service efficiency.
- Identified customer pain points through Google Analytics and survey; refined the existing product rental workflow.

UX Design Lead

GreenZone, UCD course project

Sept - Dec 2019

- Designed an interactive kiosk that incorporates gamification elements to encourage recycling among young renters.
- Conducted user interview; prototyped kiosk interface and interactions; produced all visual designs and illustrations used in the project.

STEAM (STEM + Art) Outreach Researcher

University of Washington

Jan - Apr 2020

- Researched and implemented a STEAM outreach curriculum for 4-5th graders, with a focus on physical computing and bodily movement.

Involvement

Visitor Experience Volunteer, Burke Museum (2019 - 2020)

International Student Mentor, Univ. of Rochester (2017 - 2019)