

Lauren Chun

Product Designer

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Using technology and design, I aspire to create delightful interactions for users. I have worked with engineers, designers, project managers, and stakeholders for a range of innovative clients and corporations.

Technical Skills

Programming Tools– SQL, HTML5 CSS3, Javascript, Node.js, APIs, React, Front End Development, Express, ARIA

Design Skills – Wireframing, Usability, User Flow Design, Visual Design, Design Thinking, Mockup, Prototyping, Hi-Fidelity, Web Applications, Mobile Applications, Equity-Focused Design, Animation, GIF, SVG Creation, Storyboarding, Design Systems, Design System Creating/Editing/Updating, Meta Quest Oculus, Unity

Research/Analytics Skills – A/B Testing, UX Testing, Lyssna, Google Analytics, Tableau, Excel, Google Sheets

Design Tools – Figma, Adobe Creative Suite, Photoshop, Illustrator, After Effects, Premiere Pro, Miro, Blender

Organization Tools – Google Suite, Jira, Asana, Microsoft Office, Excel, Google Sheets, Agile, Confluence

AI Tools – ChatGPT, Copilot, Dalle, Stable Difusion, VQGAN+CLIP, Playground.ai, Google Collab

Professional Experience

[Vestwell](#), New York, NY

June 2024 – Present

Product Designer, Intern

- Facilitate unifying Vestwell's 17 marketing communication design systems into 1 cohesive design system to promote consistency and improve scalability amongst 17 clients' retirement and savings websites.
- Cross-collaborate with engineering and marketing to develop websites. Present and advocate design mocks and decisions to the internal team, stakeholders and clients.

[Samsung Research America](#), Santa Clara, CA

May 2022 – Dec 2022

Metaverse UX Researcher & Designer, Intern

- Designed end-to-end hi-fidelity mixed reality prototypes to showcase new innovations for B2B and B2C in Unity in collaboration with PMs, engineers, and tech artists to create two potential solutions.
- Led research of segment specific uses of potential new technologies for use cases to showcase innovative solutions to stakeholders and potential customers.
- Leveraged user-centered design principles and conducted extensive user research. Created an intuitive and visually appealing menu interface, designed easy navigation through app of social experience.

[New Art City](#), San Jose, CA

Dec 2020 – Aug 2021

Interaction Designer, Intern

- Led the redesign and implementation of a website for user-centric wayfinding path for the virtual exhibition festival lobby, resulting in improved navigation and UX within the virtual environment. The lobby and main point to enter for 27 different 3d art installation environments.
- Designed unique aesthetic 5 unique asset bundles for improved brand identity using UI, color, layout, iconography for 3d environment.

[San Jose State University ECampus](#), San Jose, CA

Aug 2019 – Dec 2019

UI/UX Designer, Intern

- Designed and developed for iOS and Android mobile applications, ensuring seamless user interactions and optimizing the UX of a VR educational environment resulting in 84% increase of student success.

Education

New York University, Master of Professional Studies Design and Technology Program (ITP)

May 2023

GPA 4.0, Related Coursework: UX Design, Multimodal Design for Accessibility

San Jose State University, Bachelor of Fine Arts Digital Media Art

May 2021

GPA 3.7, Related Organizations: ACM SIGGRAPH, SVVR, CADRE Mentorship