

AMBER YUN

UX/UI Designer

CONTACT

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amberyun.com

EDUCATION

Vanderbilt University, May 2022

Bachelor of Arts in
Communications of Science
and Technology

Minors in Business and
Computer Science

COURSEWORK

Design Thinking, Design Doing

Innovation Through Design Thinking

Program and Project Management

Virtual Reality Design

SKILLS

User research and analysis,
User interviews, Journey
mapping, Wireframing, Rapid
prototyping, Accessible design,
Java, C++, Video editing and
production, Writing, Graphic
design, Illustration

TOOLS

Figma, Adobe XD, Premiere Pro,
After Effects, Photoshop,
Illustrator, Invision, Miro, Mural

EXPERIENCE

01/2022 - Kidizenship

PRESENT **User Experience Design Intern**

- Design bi-monthly newsletter with a readership of 350+
- Rebrand and implement a new web experience for a youth political media organization to appeal to a younger audience

05/2021 - QuickFrame

07/2021 **Product Design Intern**

- Led interviews and usability testing sessions for a new software feature to rapidly validate designs
- Wrote and designed methodology of user research to uncover unbiased feedback from users
- Presented research findings to the general product team and the engineering lead to propose changes to software design before shipment
- Researched company pain points and presented 3 proposals to improve user resources/culture to C-suite with team

09/2020 - Change++

05/2021 **UX Designer**

- Researched, designed, prototyped, and tested a data analysis tool that allows employees at The Farmlink Project to track average produce prices by U.S. regions
- Communicate and collaborate with a team of 6 front-end and back-end engineers

PROJECTS

09/2021 - Immigrant Integration in Denmark

12/2021 **UX Researcher**

Part of my social entrepreneurship course, my team and I researched and ideated ways to foster greater social integration of immigrants and foreigners to Denmark. I was the primary user researcher, conducting interviews and compiling a literature review of Danish immigration law and immigrant wellbeing research.

01/2021 - Future of Work

05/2021 **Lead Designer**

This project's mission was to design a future-proof workplace that would best accommodate collaboration between remote and in-person designers. I worked with a team of 4, where I led user research (consisting of 15+ user interviews, observational field studies, and competitive analysis of existing hybrid work solutions), ideated, designed, and tested various physical workplace designs.