

Experience

Web Designer, Korean Presbyterian Church of Minnesota at EM, Aug 2022 - Present

- Increased website information accessibility by 10%. Designed a user-centered website layout with an engaging message feature, doubling new visitor engagement
- Collaborated with stakeholders to design a website interface prioritizing clear information hierarchy and intuitive navigation, improving user experience based on feedback

UX/UI Designer, Overcome (Mental Health Care, Startup), Jan 2023 - Dec 2023

- Optimized therapist workflow, saving 1.5 hours weekly, leading to a 10% increase in efficiency
- Led user research (interviews, surveys, and competitive analysis) to identify user needs and improve app usability, increasing user satisfaction by 15%
- Collaborated with cross-functional team (psychologists, developers, product managers) to design an all-in-one app that streamlines pre-session prep and workflow, and client care, enhancing user experience

UX Designer, Spotwork (Find Flexible Jobs Mobile App), Dec 2022 - Jan 2023

- Leveraged user research and competitive analysis of 10+ apps to optimize W-2/1099 onboarding for a gig-job app, simplifying the process and boosting profile completion by 5%
- Streamlined tax and background check flow, resulting in a 7% increase in job search activity. Created educational resources to empower job seekers
- Developed high-fidelity, interactive prototypes for user testing and product demos, facilitating early issue identification

Scenic Designer and Scenic Artist, Jun 2006 - Jul 2019

- Led user-centered design projects with international teams, delivering visually appealing UX-focused solutions
- Managed 50+ design projects in agile environments, achieving 100% on-time delivery record and consistently exceeding client expectations through workflow optimization and resource allocation
- Spearheaded new design processes, resulting in a 5% reduction in project work time and a significant boost in team productivity

Skills

Tools: Adobe Creative Suite, Figma, Adobe XD, HTML/CSS

Hard skills: User experience (UX), User interface (UI), Interaction design, Visual design, App & mobile design, User research, Design strategy, User research, Wireframing, Rapid prototyping, Storyboarding, Information architecture

Soft skills: Effective communication, Problem solving, Critical thinking, Design thinking

Design Awards

Kennedy Center Award for Excellence in Scenic Design, 1st Place
KCACTF National Design Awards, Apr 2012

Kennedy Center Award for Excellence in Scenic Design, 1st Place
KCACTF Region 3 Design Awards, Jan 2012

Education

University of Illinois at Urbana-Champaign, Aug 2009 - May 2012
Master of Fine Arts in Theatre with an emphasis in Scenic Design
Graduate Teaching Assistant, Krannert Center for the Performing Arts

Springboard, Mar 2023
Certificate in UX Design Career Track