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Jun Chen
UX & UI Designer

Passionate UX/UI designer with experience overseeing hearing challenges. I am eager to contribute to unique design projects by using my skills in user interface design, front-end development, user research and prototyping.

Education

Drexel University

B.S. User Experience & Interaction Design

Expected Graduation: June 2025

GPA 3.78

Honors

Wor-Wic Community College

A.A. General Studies

GPA: 3.86

UX Skills

Business

Design Thinking

Interaction Design

Journey Mapping

Prototyping

Task flows

Usability Testing

User Research

User Personas

UI Skills

User Interface Design

Wireframing

Design Systems

Responsive Design

Software Skills

Adobe Creative Cloud

Arduino

Cyberduck

Canva

Figma

Github

Google Drive

Miro

MS Office

SlicerFusion360

Paint.net

Visual Studio

Wordpress

Programming Skills

HTML

CSS

JavaScript

PHP

MySQL

Work Experience

Resilience, Inc.
Mobile App UI/UX Design, Jul 2023 - Sep 2023

- Generated creative concepts for VR brochure designs, aligning closely with project objectives and prioritizing a user-centric experience.
- Independently crafted a compelling VR brochure design, leveraging innovative ideas and sharing it collaboratively with the team to solicit feedback and refine concepts.
- Demonstrated a commitment to captivating and engaging the target market through the development of visually appealing and user-friendly VR brochures.

Walmart
Remodel Associate, June 2023 -- Sep 2023

- Assist with moving products and fixtures as needed to minimize customer disruptions during renovations.
- Collaborate closely with a team of remodeling staff, department managers, and store leadership to successfully complete remodeling projects.
- Demonstrated outstanding problem-solving abilities by handling unexpected challenges quickly and efficiently and developing new solutions to ensure the successful completion of store remodeling projects.

SPRY Food Delivery
UI&UI Designer, Mar 2022 -- Sept 2022

- Designed Interactions and interfaces for the SPRY Tablet, Mobile, and Desktop.
- Collaborated with Software Engineer and a Senior UI/UX designer to put the MVP's wireframes into action.
- Redesigned SPRY's wire frame using visual design prototypes, designed icons and developed ways to improve user satisfaction.

Project Work

Wallflower
Junior Project, Sep 2024 -- March 2024

- Led front-end development and interaction design efforts for Wallflower, a browser-based app designed to help people with social anxiety, ensuring a smooth and visually appealing user interface.
- Collaborated with teams to translate user research into intuitive interface designs using HTML, CSS, and JavaScript.
- Iteratively refined features based on user feedback, prioritizing simplicity and effectiveness for individuals with social anxiety.

Flashsign
Experimental Interactive Technologies, Sep 2023 -- Dec 2023

- Independently led the redesign of an outdated digital platform, focusing on user engagement and satisfaction.
- Conceptualized and implemented Morse code communication through the app to control Govee Strip LED lights.
- Managed the end-to-end design process, including grayscale wireframing, style guide creation, and final prototype development on Figma.

J-Wahashi
Web Design, Sep 2022 -- Dec 2022

- Utilizing only HTML, CSS, Java, PHP and created a responsive website that functions properly.
- Updated and integrated the website as it can perform its functions.
- Constructed the website with a variety of recipes for users to follow.