JEREMY CHANG

UIUX DESIGNER

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Education.

ArtCenter College of Design | Pasadena, CA, USA

Bachelor of Science | Interaction Design (Cumulative GPA 3.82).
Minor in Business

Professional Experiences.

Neuron | UX Design Intern | Remote & San Francisco, CA

Mar 2022 – August 2022
- Collaborated with fellow designers and project leads on four client projects.
- Designed and strategized products which includes websites, web apps, and SAAS products for desktop and mobile.
- Created marketing collaterals that are still live, including a project case study, a blog post, and a presentation for an in person company event.

Munative | UIUX Designer | Remote

Feb 2020 – Mar 2022
- Collaborated with a team of developers to design and build a web app to creates paperless conferences.
- Participating in developing the brand, design system, and final interface.
- Obtained a positive reputation in the Taiwanese MUN community.
- Partnered with 20 conferences, and achieved 3.2k active users and 720k page views.

Prototyping I | Teaching Assistant | ArtCenter Collect of Design, Pasadena CA

Sept 2019 – Dec 2019
- Aided instructor with setting up physical class sessions.
- Supported 20 students with HTML, CSS, JavaScript, and project critique, and hosted office hours at campus.
- Received recommendations for future positions.

Prototyping II | Teaching Assistant | Remote & ArtCenter Collect of Design, Pasadena CA

Jan 2020 – May 2019 & Jan 2023 – April 2023
- Assisted instructors in two separate sections with class sessions both online and offline.
- Supported 15 students with Vue JS, Webflow, and Figma knowledge and hosted office hours for extra support.
- Received recommendations for future positions.

Relevant Educational Experiences.

SMPL x DSGN | Nebula | Remote

Sept 2021 – Dec 2021
- Worked with a team of product and interaction design students in a mock studio environment.
- Developed an ecosystem guiding young adults to create a better sleep routine.
- Contributed to the development of the user experience, the app, the brand, and the final pitch.
- Understand the dynamics and characteristics when collaborating with clients.

Digital Solution Making | Angine | Remote

May 2021 – August 2021
- Designed a virtual audio mixer to solve the challenges of building a multi-usage home studio.
- Conducted user and market research, and developed wireframe, final interface, design system, and brand.

Recognitions.

ArtCenter College of Design Provost's List | Pasadena, CA, USA

Sept 2019 – Apr 2023

ArtCenter College of Design Gallery | Pasadena, CA, USA

Jan 2020 – May 2023 | Origin of Jeans, Exhibition Design

UX Design Awards Nominee | Berlin, Germany

2022 | Nebula, Ecosystem Design

IDA Design Awards Honorable Mention | Hollywood, CA

2022 | Nebula, Ecosystem Design

Skills.

User Experience Design (UX Design)	Market Research	Brand Development
User Interface Design (UI Design)	Front-End Development	Digital Product Design
Web Design	Data Visualization	VR/XR Experience Design
Design Research	2D/3D Motion Design	Rapid Prototyping

Software

Photoshop	Figma	SOLIDWORKS
Illustrator	Gravity Sketch	Keyshot
InDesign	Substance	Cinema 4D
After Effects	Unity Engine	Webflow
XD	Unreal Engine 5	

Coding Languages

HTML	JavaScript	Python
CSS	VueJS	C#

Languages

English (Native)	Mandarin Chinese 中文 (Native)	Japanese 日本語 (Conversable)