# CHUN JIA.

## PORTFOLIO

www.e-ouyang.com

## CONTACT

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## HARD SKILLS

User Research
Ideation
User Journey
User Flow
Usability Testing
Interaction Design
User-Centered
Problem Solving
Prototyping
Empathy
Visual Design
Design System
Branding
Style Guides
Attention To Details

## SOFT SKILLS

Communication
Presentation
Teamwork
Leadership
Responsibility
People Skill
Self Motivation
Critical Thinking
Strong Work Ethic
Resilience

## TOOLS

InVision, Sketch, Figma,
Zeplin, Principle, Adobe XD,
Adobe Illustrator, Photoshop,
After Effects, HTML 5, CSS,
JavaScript

## EDUCATION

BFA - UI&UX Design 2020
@ Academy of Art University
MS - Design Management 2023
@ Parsons School of Design

## WORK EXPERIENCE

### 08/2023 - Current, Product Designer @ Artisk, part-time at startup

**Developed and launched an advanced web AI tool, aiming to help 33.3 million small business owners meet their design needs**

- Conducted user research, including interviews, surveys, and usability testing.
- Developed and maintained a visual design system in figma.
- Created wireframes, prototypes, and high-fidelity visual designs in figma.
- Analyzed user data and feedback to inform the design of user flows.
- Ensured that the product's visual design is aesthetically pleasing and usable.
- Worked with developers to ensure that designs were implemented accurately.
- Collaborated with product managers, engineers, and other designers.

### 01/2023 - 05/2023 , Product Manager @ GoBuddy, Intern at startup

**Developed and launched a social mobile app that allows you and your friends to easily plan and organize activities**

- Developed and maintained a product roadmap.
- Worked closely with engineers, designers, and CPO.
- Defined and measured key product metrics.
- Managed the product backlog and prioritized product features.
- Lead the design team and ensured the timely delivery of the product.
- Continuously gathered customer feedback and insights.

### 02/2021 - 05/2021, Product Designer @ Patchd Tec, Intern at startup

**Created and launched an mobile app that assisted 1.7 million+ patients in efficiently recording their health data**

- Managed interviews, surveys, and usability tests to gather insights.
- Created and maintained a consistent visual design system.
- Sketched wireframes, built prototypes, and designed high-quality visuals.
- Used user data and feedback to shape user flows and interactions.
- Ensured the product looked great and was easy to use.
- Collaborated with developers to bring designs to life accurately.
- Worked closely with product managers, engineers, and other designers.

### 12/2020 - 02/2021, UX Designer @ Oigetit Tec, Intern at startup

**Enhanced user experiences on the world's first AI-powered mobile app, aiding over 1+ million users in distinguishing between fake and genuine news**

- Created wireframes, prototypes, and high-fidelity visual designs.
- Ensured that the product's visual design was aesthetically pleasing and usable.
- Developed and maintained a visual design system in figma.
- Collaborated with Product Management and Marketing teams.
- Used illustrator, principle to create graphics for the loading screen.

### 10/2020 - 11/2020, Product Designer @ DC Comics, Contract

**Created an innovative mobile app concept to revolutionize entertainment during periods of isolation for 3+millions streaming viewers**

- Conducted user research and gathered customer feedback.
- Collaborated with the product manager, engineering, and marketing team.
- Created wireframes, prototypes, and high-fidelity designs in figma.
- Conducted usability testing and iterated on designs.
- Ensured that the product design was accessible, usable, and intuitive.
- Developed and maintained a design system in figma.