CHUNJIA OUYANG

PORTFOLIO

www.e-ouyang.com

CONTACT

LinkedIn Profile
+1 (415) 688-5769
coop.oye@gmail.com

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, Python

EDUCATION

BFA @ Academy of Art University
MS @ Parsons School of Design

WORK EXPERIENCE

01/2023 - 05/2023
UX Product Designer Intern @GoBuddy, Remote

🔻 Conduct market research and analyze industry trends to identify new product opportunities
🔻 Develop and maintain a product roadmap that aligns with the company's overall strategy and goals
🔻 Work closely with cross-functional teams such as engineering, design, and sales to define and prioritize product features
🔻 Define and measure key product metrics to evaluate product performance and iterate on product features
🔻 Manage the product backlog and prioritize product features based on customer feedback and market demand
🔻 Ensure timely delivery of product releases by coordinating with development teams and managing project timelines
🔻 Continuously gather customer feedback and insights to inform product development and improvements

Achievements:

✅ Successfully launched "goBuddy" mobile application on the App Store
✅ Designed and launched "goBuddy" website
✅ Developed a comprehensive design system
✅ Established a robust business branding system

Feb 2021 - Sep 2021,
Product Designer Intern @ Patchd Tec, Remote

🔻 Conduct user research, including interviews, surveys, and usability testing, to understand user needs, behaviors, and pain points
🔻 Develop and maintain a visual design system, documentation, style guide that aligns with the product's brand and user interface guidelines
🔻 Create wireframes, prototypes, and high-fidelity visual designs that bring the product's user interface to life and align with the product's overall vision and brand identity
🔻 Analyze user data and feedback to inform the design of user flows and interactions that align with the product's goals and user needs
🔻 Ensure that the product's visual design is aesthetically pleasing, usable, and intuitive for a diverse range of users
🔻 Work with developers to ensure that designs are implemented accurately and efficiently
🔻 Collaborate with Product Management and Marketing teams to define product requirements and design goals

Achievements:

✅ "Patchd," our mobile application, successfully launched on the App Store.
✅ We have seen a significant increase in user satisfaction, with an improvement in the overall user experience.
✅ In addition, our user engagement has increased and indicating that users are finding the application more engaging and useful.

CHUNJIA OUYANG

PORTFOLIO

www.e-ouyang.com

CONTACT

LinkedIn Profile
+1 (415) 688-5769
coop.oye@gmail.com

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, Python

EDUCATION

BFA @ Academy of Art University
MS @ Parsons School of Design

WORK EXPERIENCE CONTINUED

Dec 2020 - May 2021
UX Designer Intern @ Oigetit Tec, Remote

🔻 Create wireframes, prototypes, and high-fidelity visual designs that bring the product's user interface to life and align with the product's overall vision and brand identity
🔻 Ensure that the product's visual design is aesthetically pleasing, usable, and intuitive for a diverse range of users
🔻 Develop and maintain a visual design system that aligns with the product's brand and user interface guidelines
🔻 Collaborate with Product Management and Marketing teams to define product requirements and design goals
🔻 worked on a motion graphic project that effectively showcased the key features of our product in a visually engaging and informative way.

Achievements:

✅ Produced a set of motion graphics that were instrumental in introducing and highlighting key features of our App.

Oct 2020 - Dec 2020
Product Designer Freelance @ Concept Art House, Remote

🔻 Conduct user research and gather customer feedback to understand user needs and pain points
🔻 Collaborate with cross-functional teams such as Product Management, Engineering, and Marketing to define product requirements and design goals
🔻 Create wireframes, prototypes, and high-fidelity designs that align with the product's overall vision and brand identity
🔻 Conduct usability testing and iterate on designs based on user feedback and data-driven insights
🔻 Ensure that the product design is accessible, usable, and intuitive for a diverse range of users
🔻 Develop and maintain a design system that provides consistency and scalability across the product

Achievements:

✅ Successfully concluded the prototype for the development team.
✅ Accomplished the design system and style guide.
✅ Designed and delivered the style guide and design system, ensuring consistency throughout the project.