

Junlin Lu

UX Designer
<https://junlin.lu>

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education

University of California, San Diego
Class of 2019, Magna Cum Laude
Communication Major
Interdisciplinary Computing and Arts, Business,
Design Minors

General Assembly Seattle
Dec. 2019 - Feb. 2020
User Experience Design Immersive

skills

Visual Design/Digital Media
Adobe Photoshop, Illustrator,
InDesign, Premiere

Prototyping
Sketch, Figma, InVision, Adobe XD

Programming
HTML/CSS, Javascript

experience

UX Design Intern **March 2020 - Present**
NEDDIE
• Create high-fidelity web and mobile-responsive wireframes for MVP and demo page.

Design Lead **January 2019 - September 2019**
PiggyRide Startup
• In charge of visual branding and UI design.
• Designed logo and poster used during competitions and showcases.
• Assist with market research and visual design of prototype and website.

Communication & Graphics Intern **February 2018 - June 2018**
Pacific Arts Movement
• Assisted with graphic design materials to publish online and in print for Spring Showcase.
• Designed digital banners for film titles and ads for brochure and social media.

Marketing Research Intern **July 2017**
Beautiful Asset Management Co., Ltd. (Beijing)
• Designed marketing questionnaire and conducted market research at the 798 Art Zone.
• Formulated analysis report for contemporary art galleries.
• Assisted with translation of legal documents including contracts with potential partners.

projects

City of Seattle IT Service Hub Redesign **February 2020**
General Assembly Course Project
• Redesigned the IT service interface for City of Seattle.
• Proposed solutions for changing the platform's language to be more user-centric.
• Improved system desirability and learnability.

Sea-Tac Mobile App Redesign **January 2020**
General Assembly Course Project
• Took on the roles of project manager, information architect, and visual designer.
• Redesigned the mobile interface to improve smoothness of user flow and accessibility.