

David James Jin

davejin@umich.edu | +1 (269) 599-7984 | <https://www.linkedin.com/in/davidjjin/> | <https://davidjin.me/>

EDUCATION

University of Michigan

Master's Degree of Science; **Major:** User Experience Research and Design

Ann Arbor, MI
May 2027

Dual Degree Bachelor of Science; **Majors:** User Experience Design, Psychology; **GPA:** 3.754

May 2026

Relevant Coursework: Human-Computer Interaction, Qualitative Methods, Social Psychology, Cognitive Science, Information Ethics, Statistics & Data Analysis, Product Design, Programming & Data Structures, Product Management

EXPERIENCE

VIELIGHT INC. | *User Experience Intern*

Remote | **Jun 2026 - Aug 2026**

- Architected the company's first Figma design system with 70+ master components, 75+ custom icons, and embedded 45+ CSS token blocks to standardize developer handoff and accelerate implementation of core screens.
- Streamlined session creation, patient data, and recording management from a fragmented 3-page workflow into a focused single-view experience with optional custom labeling, demoed at ISNR Las Vegas 2026.
- Prototyped an animated landing page storyboard and color exploration, iterating on terminology and device visuals with leadership to deliver launch-ready brand storytelling aligned with the new design system.

FULCRUM GT | *UX Summer Associate*

Hoffman Estates, IL | **May 2025 - Aug 2025**

- Owned end-to-end UX strategy for 2 separate MVPs, conducting rapid user research and prototyping to validate market viability, with one concept selected by company executives for further development.
- Facilitated the initial ideation phase for a startup incubator, leading cross-functional brainstorming sessions for fellow associates to synthesize diverse inputs and define 2 viable products centered on user pain points.
- Drove strategic product definition through a competitive analysis of 5+ established platforms for each product, defining a unique value proposition that differentiated our product ideas in established markets.

PROJECTS

BREAK KONNECT Event Discovery Platform | *UX Designer*

Ann Arbor, MI | **Sep 2025 - May 2026**

- Synthesized insights from 12 semi-structured interviews to define 7 core UX requirements that reshaped the product roadmap and contributed to a 151% increase in event discovery success rate during usability testing.
- Re-architected the event creation flow by resequencing questions and replacing domain-specific jargon with plain language, which led 50% of test participants to identify it as the easiest task on the redesigned platform.

EMBEDDER AI Coding Platform (Atlas Digital) | *UX Researcher*

Ann Arbor, MI | **Jan 2026 - May 2026**

- Collaborated within a 10-member cross-functional team to scope research, synthesize insights, and deliver feature recommendations, ensuring alignment between user needs, product strategy, and implementation feasibility.
- Led thematic-coding of interview data, distilling raw observations into an insight that over 60% of tested users missed key features due to poor discoverability, a finding that reshaped the client's product roadmap.

SEAL Dating & Matchmaker App | *UI/UX Designer*

Hoffman Estates, IL | **Jul 2025 - Nov 2025**

- Collaborated with a Graphic Designer to iterate on brand guidelines and 8 unique color palettes based on user feedback, ensuring a branding that resonated with users while maintaining WCAG accessibility guidelines
- Owned the end-to-end redesign of an onboarding process with 15+ screens by restructuring the user flow and improving visual clarity, reducing friction during the critical first-time user experience on the app.

BONDVOYAGE Group Travel App | *Product Designer*

Ann Arbor, MI | **Jan 2025 - Apr 2025**

- Directed user research (2 interviews, 30-person survey) and transformed findings into a dynamic itinerary builder with curated AI-driven recommendations that 70% of test users expressed willingness to pay for.
- Authored a PR/FAQ document, a go-to-market strategy, and a 5-year product roadmap to articulate phased expansion plans, enabling clear communication of the long-term strategy to potential stakeholders.

SKILLS

Design: Color Theory, Visual Hierarchy, Wireframing, Mobile Design, Accessibility, Design Sprints, Developer Handoff

Research: Heuristic Evaluation, Multivariate Testing, Journey Mapping, Affinity Diagramming, Contextual Inquiry,

Technical: Miro, Figjam, Claude AI, Adobe Creative Cloud, HTML, CSS, JavaScript, Python, Git/GitHub, WAVE, aXe

Product: Roadmapping, Go-to-Market Strategy, Minimum Viable Product, Feature Prioritization, Product-Market Fit