

Junjie Li

Work Experience

Mindart Studio LLC

UX Designer & Creative Learning Instructor | Dublin, CA | Feb 2026 - Present

- Designed and maintained the company website, improving information accessibility and supporting student enrollment.
- Built user-centered STEM and design-thinking curricula through hands-on prototyping for students ages 3-6.

Berkeley SCET

UX Designer | Berkeley, CA | May 2024 - Dec 2025

- Led redesign of 7 core web pages using Claude for stakeholder synthesis and Lovart.AI for rapid visual iteration; improved engagement 25% and contributed to 20 corporate enrollments.
- Owned end-to-end design of SCET's 20th Anniversary campaign (60+ cross-platform assets), building a reusable design system that cut launch timelines 20% and grew donations 15%.

Bosch

UX Designer | Intern | Mar 2022 - Aug 2022

- Redesigned enterprise service portals supporting financial and operational teams, improving information discoverability and navigation efficiency. Conducted stakeholder interviews, workflow analysis, and usability testing to identify pain points and validate design solutions. Created user flows, wireframes, high-fidelity prototypes, and interaction specifications for internal business platforms. Partnered with product managers, engineers, and business stakeholders to align user needs.
- Reduced task-switching time by 35% and improved employee efficiency across cross-functional workflows.

Didi Global

UX Designer | Intern || Mar 2021 - Dec 2021

- Owned end-to-end redesign of Shared Calendar in D-Chat, a B2B platform used by 15,000+ employees, improving scheduling efficiency.
- Designed productivity features across calendar, chat, and file-sharing, reaching 3,000+ users with positive feedback from 5,000+.
- Established design review process with PMs and engineers, cutting project timelines 33%.

Education

University of California, Berkeley

Master of Design (M.Des.), Human-Computer Interaction Design | Berkeley, CA | Aug 2023 - Dec 2024

California College of the Arts

Bachelor of Fine Arts (B.F.A.), Interaction Design | San Francisco, CA | Aug 2019 - May 2023

Skills & Tools

Figma, Miro, Framer, After Effects, Blender, Cinema 4D, Rhino, Grasshopper, Claude, Lovart.AI, Interaction Design, Usability Testing