

Monica Hwang

UX/UI Designer Product Designer

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EXPERIENCE

UX/UI Designer | Nomadic

August 2022 - October 2022, Los Angeles, CA

- Designed and delivered 15+ production-ready UI screens for an iOS travel app in 12 weeks using Figma and design systems.
- Developed and implemented a comprehensive branding strategy to enhance mobile user experience, consistency, and engagement.
- Conducted user research and usability testing to refine onboarding flows, improve user engagement, and optimize mobile UX.
- Collaborated closely with engineers to ensure design feasibility from wireframes to high-fidelity designs.

UX/UI Consultant | Orange Cube Art

October 2023 - Present, Seoul, Sout Korea

- Mentored 14+ students in UX/UI design, media art, graphic design, and user-centered design methodologies.
- Led UX/UI research and iterative design improvements for a student showcase platform built on Framer, enhancing usability.
- Partnered with 20+ cross-functional teams to develop web, app, and game concepts, fostering design collaboration and feedback loops.
- Designed branding, layouts, and interactive prototypes using Figma, Adobe Creative Suite, and motion design tools.

Freelance UX/UI & Branding Designer

April 2020 - Present, Remote & Hybrid

- Designed responsive, user-friendly websites, leading to a 17% increase in online orders and improved user engagement.
- Developed brand identity systems to enhance brand recognition, including logos, menus, and promotional materials.
- Created and executed social media campaigns, driving a 30% engagement increase and boosting audience retention.
- Provided comprehensive UX/UI, branding, and graphic design solutions on a project-based and client-focused basis.
- Collaborated with business owners and engineers to align designs with brand strategy and technical needs.

Architectural Intern | Design Elim

March 2020 - June 2020, La Mirada, CA

- Designed layouts for projects, including a Las Vegas hospitality venue, applying user-centric design principles.
- Developed architectural drawings, 3D renderings, and concept boards to present design solutions.
- Researched and recommended sustainable materials to improve project efficiency and environmental impact.

EDUCATION

ArtCenter College of Design | B.S. in Interaction Design

August 2020 - April 2024, Pasadena, CA

- GPA 3.80 (Graduation with Honor)
- Recipient of ArtCenter Undergrad Scholarship
- Provost List: Fall 2020, Spring 2021, Spring 2023, Spring 2024

Koenig & Bauer Sponsored Studio

January 2022 - April 2022, Pasadena, CA

- Led the UX/UI design of 'Paladin', a sustainable banknote with interactive security features for mobile authentication. Designed a counterfeit defense app to enhance financial security and accessibility.

Fullerton College | Architecture A.S.

August 2017 - May 2020, Fullerton, CA

- GPA 3.91
- Arts & Human Expression A.A.
- Science & Mathematics A.A.

SKILLS

UX/UI & Interaction Design

User Experience (UX) • User Interface (UI) Design • Responsive Web & Mobile Design • Interaction Design • Design Systems • Prototyping & Wireframing (Figma, Framer, Adobe XD) • Motion & Microinteractions • Visual Design (Adobe After Effects, Photoshop, Illustrator) • Usability Testing • A/B Testing • User Flows

Research & Strategy

User Research • Competitive Analysis • Information Architecture • Content Strategy • UX Writing

Technical Skills

Figma • Framer • Adobe Creative Cloud (Photoshop, Illustrator, After Effects) • Webflow • HTML & CSS (Basic) • JavaScript & React.js (Fundamental Awareness) • AutoCAD • Cinema 4D • SolidWorks

Soft Skills

Leadership • Cross-functional Collaboration • Strategic Thinking • Problem-Solving • Attention to Detail • Aesthetic Judgment • English (Fluent) & Korean (Native)