MONICA HWANG Product Designer & UX Designer

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EXPERIENCE

UI/UX Designer, Nomadic | Los Angeles | August 2022 - October 2022
Nomadic is a startup specializing in mobile application development, creating traveling maps for long-term travelers.
- Collaborated with front end developers and back end software engineers to solve design challenges and implement 15 production-ready UI pages in 12 weeks, setting the default standard and enhancing usability and user-friendly UX design aesthetics through feedback, fostering a positive team dynamic.
- Guided branding and visual design systems, innovating in UX design, product development, and product management, with a focus on accessible application design strategies and optimizing for mobile platforms like iOS, enhancing user flow for various mobile devices.
- Conducted user research and testing to refine onboarding steps and enhance overall customer experiences, applying pragmatic design patterns to ensure a cohesive and intuitive user interface.
- Successfully lead and delivered complex projects from inception to completion, consistently ensuring high-quality outcomes by adhering to design standards and specifications, using benchmarking to maintain industry best practices.

UI/UX Consultant, Orange Cube Art | Seoul Korea and Remote | October, 2023 - Present
OrangeCube is an education consulting company covering a broad spectrum of design education.
- Mentored over 12 students as a UX/UI specialist, providing consultancy in media art projects and design frameworks, offering constructive feedback to support their growth from concept to execution, emphasizing visual and user-centered design principles and professional development.
- Collaborated with over 30 multidisciplinary teams to develop and pitch app and game design concepts and use cases, integrating diverse inputs into innovative digital solutions, enhancing user experiences, and aligning with the product vision and product direction within a comprehensive digital ecosystem, fostering synergy among team members.
- Utilized Figma, Adobe Creative Suite, and 3D modeling to design interior layouts and structures for multiple projects. Created visual design languages that align with project goals through agile design. Incorporated concept art to communicate design ideas and narratives.
- Worked closely with front-end and back-end engineers to build a student showcase website, utilizing Framer to create an engaging and functional platform. Designed branding elements and collaborated with developers to ensure integration of design and functionality.

UI/UX Freelancer | Fullerton, CA | April 2020 - Present
Served as a freelance designer for UI/UX and branding solutions for small businesses.
- Developed brand identity guidelines for over four small business group in a two-year consultancy, encompassing logo creation, banners, promotional materials, as well as helping with website management to enhance their overall look and presence.
- Launched social media marketing plans for two small businesses, establishing overall marketing direction and creating design assets.
- Designed and craft ed a website with an integrated order form, boosting online orders by 17% through platforms like Uber Eats and DoorDash.

Architectural Intern, Design Elim | La Mirada, CA | March 2020 - June 2020
Design Elim is an interior and architecture firm specializing in innovative design solutions for business.
- Consistently designed and executed interior layouts for three projects, including a detailed plan for the Las Vegas ice cream store, SomiSomi, using AutoCAD and SketchUp with input from architects.
- Streamlined the collection and assembly of materials like tiles, paints, and furniture, enhancing library efficiency.
- Crafted architectural drawings, renderings, and concept boards to communicate design visions, ensuring a smooth process from start to finish.

EDUCATION

ArtCenter College of Design | GPA 3.80 (Graduation with Honor) | August 2020 - April 2024
- Bachelor of Science in Interaction Design
- Recipient of ArtCenter Undergrad Scholarship
- Provost List: Fall 2020, Spring 2021, Spring 2023, Spring 2024

Koenig & Bauer Sponsored Studio | Pasadena, CA | January 2022 - April 2022
Koenig and Bauer Sponsor Studio is a 3-month academic opportunity created by ArtCenter.
- Spearheaded the product design of 'Paladin,' a sustainable banknote that integrates interaction design for mobile app authentication, showcasing a blend of industrial design principles and environmental considerations.
- Integrated the banknote design with a counterfeit defense app, employing service design to enhance application and user interaction. Showcased this integration in my portfolio, demonstrating its practical and security benefits to key stakeholders. Anchor ed the design principles in sustainability and security.

Fullerton College | GPA 3.91 | August 2017 - May 2020
- Architecture Associate in Science Degree
- Interdisciplinary Studies: Emphasis in Science and Mathematics Associate in Arts Degree
- Interdisciplinary Studies: Emphasis in Arts and Human Expression Associate in Arts Degree

SKILLS

Leadership: Founding Member & Executive Board, Member of ArtCenter Prototyping Club
Design Knowledge: User Experience Design (UX Design), User Interface Design (UI Design), User-Centered Design, User Research, Interaction Design, Web Product Design, Graphic Design, Human Computer Interaction, Usability Testing, User Strategy, User Flows, User Journey, Problem Solving, Wire-Framing, A/B Testing, Prototyping, Typography, Iconography, Information Architecture, Data Visualization, Design Thinking, Service Design, Product Design, Product Strategy, Visual Design, Design Guideline, Storytelling, Storyboards, Mockups, High-Fidelity Designs, Prototypes, Complex Projects, Design Standards, Rapid Prototyping, Design Specifications, Strategic Vision, Eye for Detail, Simultaneous Projects, Haptic Design, Craft, Sketch, Mockups
Coding: HTML 5, CSS3, JavaScript, React JS, Python, Arduino
Design Tools: Figma, Adobe Creative Cloud (Adobe XD, Adobe Photoshop, Adobe After Effects, Adobe Illustrator, Adobe InDesign), Sketch, Protopie, Webflow, Framer, Wix, SolidWorks, Keyshot, Cinema 4D, Auto CAD, Sketchup, Keynote, Powerpoint, Words, Excel
Language: Korean (Native), English (Fluent)