

# christine j yun

## ux / product designer

- ◆ [www.cjydesigns.com](http://www.cjydesigns.com)
- ◆ [christinejyun.ux@gmail.com](mailto:christinejyun.ux@gmail.com)
- ◆ [linkedin.com/in/christinejyun](https://linkedin.com/in/christinejyun)
- ◆ San Francisco, CA

### summary

Product Designer with 6+ years of experience creating human-centered, workflow-driven software across enterprise, consumer, and SMB platforms. Skilled at translating complex requirements into clear interaction models, prototypes, and scalable systems. I thrive on structured, rigorous UX work that improves usability and drives long-term, meaningful impact.

### experience

#### **Independent UX Consultant - Product Designer**

AUGUST 2023 - PRESENT

- Lead end-to-end UX design to translate user research into clear product strategy and intuitive, user-centered experiences that support business goals.
- Delivered solutions that reduced user errors by up to 20% and improved operational efficiency in pilot testing environments.

#### **Material Plus (formerly T3) - Product/Experience Designer**

APRIL 2019 - JUNE 2023

- Conducted product design for multiple clients - including UPS, State Farm, Chuck E. Cheese, and Smoothie King - across web, native apps, and internal tools on mobile and desktop.
- Collaborated with cross-functional teams to deliver research-backed design solutions across multiple products.
- Modernized a birthday party booking flow to increase bookings by 28%, revenue by 35%, and CTR by 25%.

#### **3Ci at THE HOME DEPOT - UX Designer**

FEBRUARY 2018 - MARCH 2019

- Designed and optimized internal enterprise workflows across six web applications, improving data accuracy and operational efficiency for 3,000+ internal users
- Partnered closely with engineers and stakeholders to align design decisions with business goals and operational requirements.
- Redesigned an internal auditing tool, cutting audit errors by 45% and increasing audits completed by 21%.

### skills

- User-Centered Design
- User Research
- Information Architecture
- Wireframing & Prototyping
- Interaction Design
- Usability Testing
- Personas
- Task Flows
- Design Systems
- Cross-Disciplinary Collaboration
- HTML/CSS (foundational understanding)

### tools

- Wireframing & Prototyping:** Figma, Framer, WebFlow
- Collaboration & Project Tools:** FigJam, Miro, Jira, Confluence
- Adobe CC:** Illustrator, Photoshop
- User Research and Testing:** UserTesting, Maze

### education

**User Experience Design Immersive**  
General Assembly

**Bachelor of Science in Chemistry**  
University of Georgia