

# Min Jung

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## EDUCATION

### Stanford University

Palo Alto, CA

*BS in Symbolic Systems, Concentration in Human-Computer Interaction*

*Expected Graduation: June 2028*

- Relevant Coursework: Introduction to HCI, Cross-Platform Mobile App Development, Introduction to CGI, Animation and Simulation, Programming Abstractions/Methodology, Computer Organization and Systems

## EXPERIENCE

### Product Designer & HCI Researcher

Nov 2025 – Present

*Shape Lab, Stanford University*

*Stanford, CA*

- Designed and evaluated multi-sensory interaction paradigms for accessible iPad interfaces using spatial audio, haptic/tactile cues to support non-visual navigation
- Led end-to-end HCI research from needfinding, user interviews, workflow analysis, iterative prototyping to refine interaction models

### UI/UX Designer

Jan 2025 – Present

*Carta*

*Palo Alto, CA*

- Designed end-to-end UI flows for multi-lecture course selection, translating product requirements into cohesive student-centered interactions
- Conducted user testing with 10+ students and iterated from low to high-fidelity Figma prototypes
- Iterated on information architecture, interaction patterns, and visual hierarchy through usability testing and cross-functional design feedback

### UI Designer & Front-End Developer

Oct 2025 – Present

*Stanford MINT Magazine, Stanford University*

*Stanford, CA*

- Led the design of responsive editorial interfaces, shaping interaction patterns, visual hierarchy, and information architecture to support content discovery
- Translated editorial and brand requirements into user flows and high-fidelity designs in Figma, iterating through cross-functional feedback
- Implemented production-ready interfaces using HTML, CSS, and JavaScript to ensure design fidelity and usability

## PROJECTS

### Pill Pal — A Voice-Enabled Medication Companion

Sep 2025 – Jan 2026

*Product Designer & Mobile App Developer*

*Stanford, CA*

- Won Best Social Impact award at CS147 Project Expo for a voice-enabled medication companion
- Designed and prototyped low-fi, medium-fi, and high-fi mobile interfaces in Figma, iterating based on usability testing and heuristic evaluations
- Conducted needfinding interviews, synthesized insights, and developed POVs/HMWs to guide product direction
- Programmed front-end in React Native and implemented a project website in Next.js

### Stanford Psych Resource Hub

June 2025 – Sep 2025

*UI Designer & Front-End Developer*

*Stanford, CA*

- Designed and built a centralized web platform aggregating psychology-related news and resources using React Native
- Led the project from information architecture & wireframing to high-fidelity mockups & front-end implementation
- Used Lovable and Cursor to accelerate prototyping and front-end iteration

## TECHNICAL SKILLS

**Visual Design:** Figma, Canva, Adobe Photoshop & Illustrator, Procreate

**User Research:** Wireframes, Prototyping, User flows, User Interviews & Testing, Journey Mapping

**3D & Visualization:** Blender, Maya, Houdini, ZSpace, KeyShot, SimWorld

**Programming:** HTML, CSS, JavaScript, React Native, Python, C/C++, R

**Certifications:** Google UX Design, Google Data Analytics