

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