

Jade Byeon

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Education

Duke University

Master of Engineering - Design & Technology Innovation

Durham, NC

Incoming Aug 2026

University of Michigan

Bachelor of Arts - Art & Design, Bachelor of Science - Statistics, GPA 3.92

Ann Arbor, MI

Aug 2022 - May 2026

- **Recognition:** Dean's List + University Honors (2022, 2023, 2024, 2025), William J Branstrom Freshman Prize

Professional Experience

University Unions

Brand & UX Designer

Ann Arbor, MI

Oct 2024 - May 2026

- Redesigned content system across 25 spaces and 250+ assets in Figma, reducing production time by ~65%
- Streamlined intake and reduced user error by re-creating branching forms with conditional logic in Google Forms and coordinating 10+ digital documents to increase reliability of cross-team handoffs
- Clarified requirements via heuristic evaluation and stakeholder interviews, documenting decisions in Google Workspace

DeepThink Lab

UX Research Assistant

Remote

May 2025 - Aug 2025

- Designed and shipped 6-page site from Figma to HTML/CSS/JS via GitHub Pages
- Led restructuring of hierarchy + IA in Figma and testing 3 navigation variants to improve findability
- Documented design-to-code handoff decisions in Git, enabling team to maintain and update site

Pediatric Exam Robot (Kellogg Eye Center)

UX Research Associate

Ann Arbor, MI

Nov 2024 - Dec 2025

- Conducted mixed-method user research using 30+ surveys, distilling findings into actionable recommendations for clinical and engineering stakeholders; co-authored ACM paper in LaTeX
- Adapted findings into 17 decision-ready visuals in R and Python, directly informing 3 clinical design decisions
- Synthesized qualitative insights into personas and journey maps in Figma + Miro to align cross-functional stakeholders

International Medical Crisis Response Alliance (IMCRA)

UX & Visual Design Intern

New York, NY

May 2024 - Aug 2024

- Designed 20+ Wix pages guided by site analytics, lifting engagement by 115%
- Drove cross-functional alignment by presenting data-backed recommendations on priorities, tradeoffs, and next steps

d·camp

Product Research Assistant

Seoul, South Korea

May 2023 - Aug 2023

- Synthesized competitive landscape across 5+ platforms into stakeholder-ready recommendations for B2B SaaS expansion
- Compiled and analyzed MICE industry data to inform localization and go-to-market planning for cross-functional review

Projects

Turbo (Mobile Fitness App Prototype) | Figma, Google Forms, Excel, Canva

Sept 2024 - Dec 2024

- Converted survey and interview insights into personas and journey maps, informing key design decisions through prototype
- Improved usability by 95% with quicker navigation by refining information hierarchy, validating through prototype check-ins

TELL Tool (U-M Research Initiative) | Figma, Adobe CC

Jan 2025 - May 2025

- Created cohesive identity system by defining brand rules and applying across 30+ print/digital/merch outputs
- Developed multi-format templates with modular assets in Adobe CC (Illustrator/Photoshop/InDesign) and Figma
- Iterated across 5 stakeholder cycles, translating research goals into accessible visual deliverables

Skills

- UI/UX Design, Wireframing, Prototyping (Lo-Fi/Hi-Fi), Design Systems, Usability Testing, User Research
- Design: Adobe CC (PS, AI, ID, XD, PP), Figma, Miro, Canva, Rhino 3D, HTML/CSS/JavaScript
- Analytics: R, Python, Microsoft Office (Excel, PowerPoint, Word), Git/GitHub Pages, C++