Yunyoung Jang

PRODUCT DESIGNER

Design. Build. Ship.

I make complex products make sense, then build and ship them.

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WORK EXPERIENCE

Cupix Apr 2025 – Jun 2026

Product Designer · Construction 3D digital-twin SaaS

Code-first design system for AI-based product development

Built the initial Storybook setup and key components; proposed intent-based UI selection rules. Refined components through admin-product integration and unified creation, review, and delivery for **569 icons**

SI Dashboard 4.0: Overview-driven IA redesign

Proposed an Overview + Drilldown structure for progress summaries and detailed investigation; secured adoption through a prototype comparison. Owned the Overview from information architecture to final UI design

Cupix Vista: B2C experience design & beta launch

Adapted core flows and UI of the B2B-rooted Vista for B2C use; supported beta launch through developer handoff and design QA. Established the product line's first mobile design standards and components

Asset Atlas MVP: IA for a new asset-management product

With no handover and a frozen legacy schema, mapped implicit relationships across data, status, and permission structures into an explicit model; designed the MVP information architecture and core UX

Cheil Worldwide Sep 2023 – Jan 2024 / Jan 2022 – Apr 2022

UX/UI Design Freelancer · Interactive Experience Team

Samsung BKC · ColorMe

Owned UX/UI of the Galaxy Flip5-linked mobile app for Samsung's experiential retail installation in Mumbai; joined experience-flow planning and directed overseas development and production partners

CES 2024 Samsung

Contributed to 2 interactive booth solutions (Circular Workshop · SmartThings NFC Wall) from creative proposal to on-site execution; handled overseas partner communication and PM

Hana Bank Jul 2023 – Aug 2023

Design Creator Intern · HR Innovation Unit

Led planning and UI design of 'Hana 4-Cut', a service visualizing MyData spending as a daily four-frame photo strip; contributed to HR-portal UX and employer-brand strategy. Selected as **outstanding intern**

MBLM NY Aug 2022 – Feb 2023

Design Intern · Design Team

Worked on-site in New York across 3 rebranding projects and 2 social media campaigns; owned the Brand OS build for the Apryse (formerly PDFTron) rebrand

EDUCATION

Hongik University

BFA, Visual Communication Design

Mar 2017 – Feb 2023

Exchange Student, Merz Akademie

Stuttgart, Germany · New Media / Visual Communication Design coursework

ADDITIONAL PROJECTS

가는길 지금 (Transit App) Mobile App

Transit disruption app, led from ideation to iOS/Android launch. Route-centered UX cut search time **73%** and improved task success rate **40%** in same-scenario testing

Saju Lore Web Service

Saju interpretation web service. Independently planned, designed, and built the product with AI-assisted development, including a working checkout

BP Monitor App UX

KOROT internship: interviewed older adults and clinicians to define accessibility needs; designed UX/UI for a device-connected app

SKILLS

Product Design

UX Research · Information Architecture · User Flow Design · Interaction Design

Design Systems

Component Architecture · Design Tokens · Storybook · Pattern Libraries

AI & Product Development

AI-assisted Prototyping · Workflow Automation

Tools

Figma · Claude/ChatGPT · Claude Code · GitHub · Adobe Creative Suite

LANGUAGES

Korean · Native

English · Professional working