

Jin-Joo McCain

Product Designer

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jinjoomccain.com

EDUCATION

Bachelor of Business Admin in Information Technology

TEXAS TECH UNIVERSITY - MAY 2021

SKILLS

Product Thinking, Usability Testing, Design Systems, User Research, Visual Design, Wireframing, User Flows Prototyping, UX Design, UI Design, HTML/CSS.

TOOLS

Figma, Sketch, Adobe CC, Whimsical, Miro, Canva, Jira, Pen and Paper.

REFERENCES

Jim Voss

CHIEF TECH OFFICER

jim.voss@gmail.com

Andrew Staines

PRODUCT MANAGER

ajs2923@gmail.com

Patrick Ramos

DESIGN LEAD

ramos.patrickm@gmail.com

EXPERIENCE

UI/UX Designer | 10 East

DECEMBER 2022 TO PRESENT - NEW YORK, NY

- Established the design process as the sole designer, crafting user flows, wireframes, and high-fidelity designs for an investment platform, contributing to its ongoing growth to 1200+ members.
- Collaborated closely with developers, a product manager, and leadership to gather feedback, comprehend technical and time constraints, understand business requirements, and create streamlined solutions.
- Utilized user analytics to inform iterative design decisions and align product developments with user needs and preferences.
- Built and established a comprehensive design system to foster consistency and scalability across all digital touch points.

Product Designer | Blended Sense Inc.

JULY 2021 TO AUGUST 2022 - AUSTIN, TX

- Executed user flows, wireframes, high fidelity designs, and prototypes in Figma, Whimsical, and Miro in order to improve user experience for 50+ creative professionals and over 100 local businesses.
- Strategized rebranding initiatives, feature releases, & UI/UX lifecycle with marketing, design, and development teams, providing cross-functional improvements.
- Conducted research and interviews with clients to determine most impactful features to increase retention.
- Created OKRs, KPIs, product roadmaps, and other benchmarks for business operations alongside leadership to gauge success, timelines and resources.

UI/UX Designer | Freelance

AUGUST 2021 TO PRESENT - AUSTIN, TX

- Coordinate with small businesses to effectively build and redesign websites based on their business requirements and feedback.
- Manage end-to-end project timelines and KPIs that satisfy client needs.

UI/UX Software Engineer Intern | Kapsch TrafficCom

JUNE 2019 TO AUGUST 2019 - AUSTIN, TX

- Experimented with industry tools such as GitLab, Linux, Docker, Jira, and GitLab CI while implementing test cases for a web based angular application using Karma.
- Led the web UI & UX development using HTML, CSS, & Javascript of a ticket management internal tool for 500 FTEs by using Visual Studio Code; estimated to streamline ~700 tickets / year.