MINWOO JO (JOHN)

PRODUCT DESIGNER

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I'm a process-driven Product Designer with previous experiences in consulting and business/IT systems. My background gives me a nuanced understanding of the risks and consequences that arise from making design decisions, as well as the vision and teamwork skills required to produce a strong end product. I believe meeting in the middle of feasibility and creativity is a good philosophy when it comes to achieving design that is both beautiful and functional, keeping in mind all project constraints.

EXPERIENCE

Lead Product Designer - Platform
Morgan & Morgan · *July 2021 - Nov 2022*
- Recommended data-informed design solutions to meet business needs by conducting user testing, checking technical constraints, considering time and resources
- Collaborated with product managers and developers to design new components, features, flows, page layouts for the firm's case management platform built on Salesforce

Junior Product Designer - Mobile & Platform
Morgan & Morgan · *Sep 2021 - July 2022*
- Led the design for 25+ design projects as the first and only designer on the product team
- Designed a new client onboarding flow for case managers to seamlessly capture new client info and create roles in a single flow

UI/UX Designer - Mobile
Sustaio · *July 2020 - Aug 2020*
- Engaged in 3 agile sprints to strengthen the app's brand identity, usability and information architecture for content layout, delivering a more intuitive user interface
- Supported Sustaio's funding project by delivering 15+ hi-fidelity screens to provide stakeholders design components to use to iterate on current screens

UI/UX Designer - Mobile
The Flatiron School · *June 2020 - July 2020*
- Engaged in 3 agile sprints to strengthen the brand identity, screen to screen usability, information architecture
- Redesigned the user experience and interface of an existing volunteering mobile app by collecting insights from user testing, restructuring its wireframes, and market research

Technology Consultant Exp. Associate
PwC · *Oct 2018 - May 2019*
- Troubleshooted all user testing roadblocks and issues for ClickSchedule/Mobile prototypes allowing the Click workstream to meet testing schedule deadlines securely
- Managed the break-fix of all Click integrations, collaborating with on-site and off-shore developers, resulting in launching the product's first Go-live

SKILLS

Product Design
UX/UI Design
Mobile Design
Platform Design
Solution Design
Prototyping
Wireframing
User Flows
User Research
User Testing

SOFTWARE

Figma
Sketch
InVision
Adobe XD
Miro Board
Mural Board
Notion

AWARDS

1st Place - Sustainable IT Strategy for Intel
Information Systems Case Competition 2016

1st Place - Network & Cybersecurity
AT&T Technical Case Competition 2016

1st Place - Customer Experience & Marketing
Toyota Case Competition 2016

2nd Place - Back to School Idea Challenge
Target Case Competition 2016

EDUCATION

UI/UX Design Certification
The Flatiron School 2020
- Designed 2 interactive prototypes through market research and stakeho (placeholder)

B.S. Business Informatics
Indiana University-Bloomington 2017
- Designed 2 interactive prototypes through market research and stakeho (placeholder)