

MINA RYU

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SUMMARY

UX/Product Designer with 3+ years of experience collaborating with cross-functional teams to design impactful, user-centered experiences. I craft solutions that are simple, intuitive, accessible, and rooted in human-centered design principles.

EXPERIENCE

UX Designer

Guidehouse | Remote, US

Dec 2023 – Current

— AI & Data: Commercial Healthcare

Feb 2025 – Present

- Navigated ambiguity to lead the end-to-end design of an AI-driven healthcare solution, driving the design cycle from concept to delivery in a fast-paced, cross-functional environment.
- Built a Figma-based design system from the ground up for a mobile app, establishing core components and guidelines that elevated UI consistency across multiple projects.
- Delivered developer-ready UI/UX assets and collaborated closely with engineers, using a solid understanding of HTML and CSS to ensure accurate implementation of design intent.

— Public Sector: Government UX Redesign

Dec 2023 – Feb 2025

- Led end-to-end design projects in an agile environment—from discovery to handoff—collaborating across design, product, and engineering to align on user needs, iterate quickly, and ship impactful solutions.
- Articulated design decisions through storytelling that aligned cross-functional stakeholders and shaped product direction.
- Maintained and evolved a Sketch-based design system, standardizing layout, hierarchy, color, and typography to ensure cohesive UI across products.
- Created user flows, wireframes, and high-fidelity prototypes that balanced business goals, technical constraints, and usability needs.

UX Design Intern

Guidehouse | Remote, US

Jun 2023 – Sep 2023

- Contributed to user research by conducting interviews and synthesizing findings into actionable insights using affinity mapping and user flows.
- Translated user research into actionable designs by creating wireframes and high-fidelity prototypes that improved usability, supported accessibility standards, and aligned with stakeholder objectives.

UX Designer/Lead (Capstone & Client Projects)

University of Washington – Master's in Human-Centered Design & Engineering | Seattle, WA

Sep 2021 – Dec 2023

Completed six end-to-end UX projects across Mixed Reality, nonprofit, and enterprise domains—applying research, prototyping, and testing to solve real-world challenges.

- **Seattle Audubon Projects:** Led end-to-end UX efforts for two nonprofit redesigns—conducting surveys and usability tests, crafting personas and high-fidelity prototypes, and driving stakeholder alignment to improve accessibility and usability across web and mobile platforms.

EDUCATION

MS in Human-Centered Design and Engineering

University of Washington | Seattle, WA

Dec 2023

BA in Sociology

University of California, Berkeley | Berkeley, CA

May 2017

SKILLS

Design: Ideation, Wireframing, Storyboarding, Personas, Journey Mapping, User Flows, Wireflows, Information Architecture, Prototyping, Mockups, Visual Design, Design Systems, Accessibility (WCAG)

Research: User Interviews, Surveys, Affinity Mapping, Usability Testing, Competitive Analysis, Heuristic Evaluation

Tools & Technologies: Figma, Sketch, Mural, Miro, WordPress, Webflow, HTML, CSS, p5.js (JavaScript Library)