

MINA RYU

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EXPERIENCE

UX Designer | Guidehouse | Remote, US

— **UX Designer II** | Small Business Administration (SBA) Loan Platform Aug 2025 – Feb 2026

- Proposed and drove a new design direction for a high-volume federal platform, simplifying complex workflows into clear, intuitive user experiences
- Designed intuitive, visually structured interfaces for dense, data-heavy workflows, reducing cognitive load and user errors
- Collaborated with product and engineering partners to iterate on designs based on user needs, stakeholder feedback, and technical constraints
- Built and scaled a design system, ensuring consistency across evolving workflows and live product features

— **UX Designer I** | AI & Data — Healthcare Products Feb 2025 – Aug 2025

- Designed mobile-first experiences that translate complex, real-time data into clear, actionable insights for decision-making
- Built interactive prototypes simulating real-world system states, enabling teams to validate complex behaviors before development
- Leveraged AI tools to rapidly explore and iterate on interaction patterns across complex workflows
- Defined and maintained a mobile design system supporting multiple healthcare and data products

— **UX Designer I** | GrantSolutions Platform Dec 2023 – Feb 2025

- Redesigned navigation-heavy workflows by identifying key user journeys and improving search, filtering, and communication experiences
- Developed user flows, wireframes, and prototypes to explore, communicate, and validate solutions for complex, multi-step workflows
- Maintained and evolved a shared design system across live products, ensuring consistent user experiences

— **UX Design Intern** | GrantSolutions Platform Jun 2023 – Sep 2023

- Conducted user interviews and translated insights into user journeys, wireframes, and design solutions to inform product direction

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: Interaction Design • Visual Design • Complex Workflows • Prototyping • Design Systems • Accessibility

Research: User Interviews • Usability Testing • Heuristic Evaluation • Journey Mapping • Insight Synthesis

Tools & Technologies: Figma • HTML/CSS • Cursor • Claude • ChatGPT