

Rachel Quan

UX/UI Designer

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EXPERIENCE

Cynda Media Lab — Junior Designer

NYC / OCT 2024 - PRESENT

At Cynda Media Lab, aside from my UX/UI role, I had the opportunity to wear many hats, from brand and packaging design, to icon system development, typeface design, and working with print media. Here, I have narrowed down some of my UX/UI-specific bullet-points:

- Conducted user research including interviews, surveys, usability testing, and competitive analysis to identify user needs and pain points.
- Synthesized research findings into actionable insights that informed user flows, journey maps, wireframes, and interactive prototypes.
- Designed high-fidelity, responsive web and mobile interfaces aligned with brand guidelines and product goals.
- Provided research and analysis to support presentation content, strategy development, and product storytelling.

LaGuardia High School — Design Intern

NYC / SEP 2019 - JUNE 2020

- Adapted posters to various formats, including large-scale printing, web banners, and program covers.
- Developed strong typographical and compositional skills with clear visual communication.

SKILLS

UX Research
UI Design
Design System
Empathy Interview
Prototyping
Wireframing
Information Architecture
Interaction Design
Motion Graphics

TOOLS

Figma
Adobe CC
After Effects
Miro
Webflow
Basic HTML/CSS

EDUCATION

SUNY Fashion Institute of Technology

NYC / AUG 2020 - MAY 2024

BFA Advertising & Digital Design

AAS Communication Design

Dean's List, Summa Cum Laude