

Darren Yang (Yun-Ling)

UI/UX & Product Designer

Davis, CA
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[Portfolio](#)
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EXPERIENCE

UI/UX Designer, Team Lead, UBYou

March 2025 – April 2025 | Davis, CA (Remote)

- Led a team with 2 UX researchers and held weekly meetings with stakeholders.
- Redesigned a high-fidelity prototype for the UBYou app to improve usability, user engagement, and user return rate
- Conducted 2 usability tests and A/B testing for validation, receiving a 4.8/5 satisfaction rate from testers.

UI/UX Designer, Team Lead, Freelance

Jun 2023 – Oct 2023 | Taipei, Taiwan (Remote)

- Discussed possible designs and directions closely with clients.
- Conducted branding research and competitive analysis.
- Held weekly meetings with clients to discuss work and updates.
- Prototyped website/mobile interfaces.

UI/UX Designer, Character Concept Artist, Seminaut Inc

Feb 2023 – Sep 2023 | San Marcos, TX (Remote)

- Designed 20+ high-fidelity screens of mobile/desktop logins and event pages for the company’s main website/app.
- Prototyped mobile login screens to communicate ideas with stakeholders.
- Designed 20+ characters from scratch for users to build avatars through the Guild gaming website.

EDUCATION

University of California, Santa Cruz, Art and Game Design: Games and Playable Media (BA)

Sep 2018 – Dec 2022 | Santa Cruz, CA

- Worked on 30+ mini projects and 4 capstone projects as a UI/UX designer and game artist.
- Designed the club’s logo as a lead graphic designer at the Taiwanese Student Association.
- Designed club t-shirts and sold out 50 shirts during our first launch.
- Dean's Honors List of Academic Excellence (2018 - 2022)

Springboard, UI/UX Design Bootcamp

Mar 2024 – April 2025 | San Francisco, CA (Remote)

- Completed 700+ hours of hands-on coursework with a 1:1 expert mentor oversight, and completion of 4 in-depth portfolio projects.
- Mastered skills in information architecture, sketching & wireframing, prototyping & testing, eCommerce & browsing, persuasive & anticipatory design, gamification & behavior change, dashboards, data design, social media & messaging, and product lifecycle.

SKILLS

Research

User Interviews
Survey Design
Secondary Research
Competitive Analysis
Persona & Storyboarding
Empathy Mapping
Affinity Map
Usability Testing

Design

Design Thinking
User Stories
Information Architecture
Sketching
Wireframing
Visual Design
Prototyping
Interactive Design

Tools

Figma
Photoshop
Illustrator
After Effects
Procreate
Miro

Languages

English
Mandarin