

Mojin Yu

yumojin.com

User Experience Designer +
Visual Communicator

mojinyu@uw.edu
(585) 267-0986

EDUCATION

M.S. Human Centered Design and Engineering (HCDE)

University of Washington
2019 - 2021 GPA 3.94

B.A. Digital Media Studies, Psychology

University of Rochester
2015 - 2019 GPA 3.93

COMPETENCIES

Tools

Figma / Adobe XD / Sketch
Marvel / InVision / Principle
Adobe Ai / Ps / Id / Pr / Ae

Design

Human-Centered Design
Interaction Design / Visual Design
Prototyping / Wireframing / Sketching

Research Methods

Usability Testing / Heuristic Evaluation
Interview / Survey / Focus Group
Ethnographic Research
Thematic Analysis

Programming

Arduino / Processing
HTML5 / CSS / JavaScript / PHP
Python

Other

Digital Marketing
Content Creation
Photography

EXPERIENCE

UX Designer

Microsoft (via Kforce)

Apr 2020 - Present

- Leading design for Microsoft Math Solver, an AI-powered math learning tool (2M+ active users worldwide), as the sole designer on the team.
- Working with product managers and developers to refine and expand product experiences across mobile, tablet, and desktop platforms.
- Designed and carried out three UX research projects and iterated solutions based on research insights.

Design Lead

BEEducated

Feb 2021 - Present

- Leading a team of 4 to design a friendly mobile solution for beekeepers to monitor hive condition leveraging computer vision technologies.

Product Designer

Moment Experience

Nov 2020 - Present

- Designing an event-based social networking platform for young professionals. Shipped the first mobile beta in January 2021.

Graduate UX Researcher + Designer

Cisco Webex Teams, sponsored project

Jan - Apr 2020

- Designed and conducted a usability study to identify critical issues in the first-run experience of Cisco Webex Teams on the iPad.
- Prototyped and proposed design recommendations.

UX Design Intern

Musifai

May - Aug 2018

- Optimized the rental e-commerce website's UX and information architecture; improved conversion and customer service efficiency.
- Identified customer pain points through Google Analytics and survey; refined the existing product rental workflow.

INVOLVEMENT

STEAM (STEM + Art) Outreach Researcher

University of Washington

Jan - Apr 2020

- Designed and implemented a STEAM outreach curriculum for 4-5th graders, with a focus on physical computing and bodily movement.