






DANIEL JUNG
UX UI + PRODUCT DESIGN

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Hello, I'm a product designer that can lead initiatives and teams across the project lifecycle. I build trustworthy relationships with; PMs to define projects, DPMs to align on priorities, Engineers to ensure designs are feasible and my designs are built to spec, Cross-functional teams to align with their priorities and implementations, and users as their voice.

I define and guide products.
I build efficient design systems.
I know how to get it done.

SKILLS + SOFTWARE

User Experience + Interaction Design
Interface + Visual Design
End-to-end Design Execution
Design systems
Rapid Prototyping
User Testing + Analysis
Information Architecture
Brand + Interaction Guidelines
Native and Web Design
Logo + Icon Design
Agile Methodologies + JIRA

Figma / Sketch
Adobe Creative Cloud
InVision
Sublime Text
Google G-Suite / MS Office

EDUCATION & AWARDS

Academy of Art University

San Francisco, California
Bachelor of Fine Arts degree in Computer Arts with an emphasis in New Media | Coursework in Graphic Design & Digital Production Techniques. Achieved President's Honors List with 4.0 GPA

Santa Rosa Junior College

Santa Rosa, California
Associates of Arts degree in Computer Science

AAU Spring Show

Awarded Best in Show for Campaign Design. Finalist for Motion Graphics and Digital Photography. 9 additional works exhibited.

EXPERIENCE

Uber | June 2019–Current | Palo Alto & San Francisco, California
Team Lead Product Designer

Design team lead for Money Experience focusing on Uber's Risk initiatives (Fraud, Compliance & Identity) across Rides and Eats. Consumer-facing, end-to-end design strategy, ideation, and execution on KYC (Know Your Customer), payment method authentication, fraud mitigation, and investigation systems. Leading force behind many new cross-functional and team collaboration and presentation systems.

BitGo | March 2018–June 2019 | Palo Alto, California
Lead Marketing & Product Designer

During the pivotal time BitGo expanded 400%, I helped guide BitGo's creative direction both internally and externally to include web & app design (www.bitgo.com, www.wbtc.network), print design, branding, social network programs, conference booth artwork, internal and external promotional swag.

Zently | April 2017–November 2017 | Redwood City, California
Lead UX/UI Designer

I helped Zently improve usability of their native app by designing a new payment setup flow, on-boarding and first time experience. I drove the UX for v1 products that allowed renters to search and apply for housing. This application included additional data to provide a better balanced profile, especially for those applicants with a thin or empty credit file.

FICO | November 2010–March 2017 | San Jose, California
Lead UX/UI Designer | Lead Marketing Designer

I first led marketing designs at FICO which included a redesign of the website, blog and email design systems, marketing advertisements and branding. After, I shifted to product design where I was the lead designer on projects to redesign the iOS experience, design new products such as Identity Monitoring, Transaction Monitoring and a FICO Score Simulator.

Interactive Habitat | June 2007–November 2010 | San Jose, California
UX, Motion & Interaction Designer

At Interactive Habitat, I worked on media-rich designs for web apps and websites for a variety of clients. This included web/CMS design and development, motion graphics, video, interactive product demos, advertisements, promotional pieces. Clients include Plantronics, Every Man Jack, Cloud.com, Session Snowboards.

PhotoTLC | September 2004–January 2005 | Novato, California
Digital Photo Restoration Technician

San Francisco State University | June 2002–July 2003 | San Francisco, California
Administrative Analyst Specialist : Bursar's Office