STEPHANIE (DABIN) PARK

UX DESIGNER - ATLANTA, GA

PROFILE

I am a UX Designer with a background in advertising and art in where I collaborated with clients to tell the brand story. I attribute my success to my creative problem-solving skills, attention to detail, and strong commitment to my work. I am able to leverage the strengths and skills I have gained through my experiences and continue to find my voice in UX Design. So with my passion for learning, storytelling, and fixing problems, I strive to fulfill my passion for UX Design. I am confident that I was created to create.

SKILLS

UI/UX SKILLS
- User Research
- User Interviews
- Affinity Mapping
- Information Architecture
- User Flows
- Site / App Map
- Card Sorting
- Persona Development
- Wire-framing and Prototyping
- Usability Testing

TOOLS
- Figma
- Adobe Photoshop
- Adobe Illustrator
- Adobe Indesign
- Keynote
- Heap
- Optimal Workshop
- Zeplin

HOW TO REACH ME

Cell: 678-790-7760
Email: stephanie15963@gmail.com
Website: stephaniedpark.com
LinkedIn: linkedin.com/in/stephaniedabin

CAREER SUMMARY

UX DESIGNER II
LeaseQuery | Feb 2023 - Nov 2024
- Conducted comprehensive user research, including user interviews, surveys, and usability testing, to gather insights into user needs, pain points, and behavior patterns
- Analyzed industry trends to identify best practices and uncover opportunities for differentiation
- Designed interactive wireframes, user flows, and high-fidelity prototypes
- Contributed to the development and maintenance of design systems to ensure consistency and scalability across the product suite
- Acted as a design advocate within cross-functional teams, presenting design concepts and decisions to stakeholders and gathering feedback to ensure designs aligned with both user needs and business goals

UX DESIGNER I
LeaseQuery | Jan 2022 - Feb 2023

UX DESIGN CONSULTANT
Alpen Life | June 2021 - July 2021
- Conducted user research to develop brand's core features
- Designed and improved app's information architecture
- Conducted usability testing to analyze the effectiveness of new designs / changes
- Communicated and proposed research findings and proposed designs to client

UX DESIGN FELLOW
General Assembly | April 2021 - July 2021
- Designed responsive, user-centric products for web and iOS
- Conducted UX research and created designs to follow
- Created prototypes and conducted usability testing
- Collaborated with Software Engineers to build applications

EDUCATIONAL TRAINING

GENERAL ASSEMBLY
Certificate of Completion - UX Design
May 2021 - July 2021

UNIVERSITY OF GEORGIA
Bachelor of Arts in Advertising / Minor in Studio Art
August 2016 - May 2020