

# Lindsey Yi

lindseyyi08@gmail.com , 770.722.5511 , [www.lindseyyi.com](http://www.lindseyyi.com), [www.linkedin.com/in/lindseyyi](https://www.linkedin.com/in/lindseyyi)

---

## SUMMARY

Passionate UI/UX Designer with 5 years of experience in creating visually engaging designs and user-centered digital experiences. Proficient in utilizing various software tools for prototyping and developing clear user flows. Skilled at continuously adapting and balancing brand and user needs to deliver innovative solutions.

## EDUCATION

**Georgia Institute of Technology**, College of Computing, Atlanta, GA Spring 2026  
*Bachelor of Science in Computational Media (Media/Interaction Design)*

## PROJECT EXPERIENCE

**Campus Compass**, UI/UX Wireframing & Researcher Jan 2025 - Present

- Developed intuitive UI for a tool that helps students discover housing options based on various preferences.
- Researched best practices and created wireframes for login, search, and results pages with Figma and React.

**Spotify Wrapped**, UI Designer & Front-End Developer Oct 2024 – Dec 2024

- Spearheaded the development of the 3 main pages of a Spotify Wrapped app (wrap generator, wrapped, and home).
- Launched a personalized user experience using HTML, CSS, and JS with striking visuals and animations.
- Designed wireframes and prototypes in Figma for streamlined development and creating a cohesive brand identity.

**Atlanta Food Finders**, Developer Aug 2024 – Oct 2024

- Designed a web app that allows users to find restaurants, with user authentication and cohesive design pages.
- Developed 5 web pages (Forgot Password, Submit Review, Login, Profile, Delete) using Figma. HTML, CSS, and JS.

**Nutrinums**, Graphic Designer March 2024 - May 2024

- Developed a speculative brand promoting healthy candies, utilizing user journey maps, researching competitors.
- Designed brand assets (logo, website, cards, banners, and packaging) using Adobe Photoshop and Adobe Illustrator.

**Concrete**, Graphic Designer August 2021 - May 2022

- Worked on the production, design, and creative direction of The Muse's 20th hybrid literary arts magazine.
- Collaborated with writers and illustrators to create 15+ layouts and the cover of the magazine, ensuring each layout has its own message and voice while establishing a cohesive narrative using Adobe Photoshop and Indesign.

## WORK EXPERIENCE

**Vulcan Engineering Solutions**, UI/UX Design Intern, Laguna Niguel, CA Mar 2025 - Present

- Conducted user research and testing to create interactive prototypes and high-fidelity mockups for an AI-platform.
- Utilized React, Framer, Sketch, and Adobe XD to design responsive UI and mobile-first designs.

**Adobe**, Adobe Student Ambassador, Atlanta, GA October 2024 - Present

- Developed deep knowledge of Creative Cloud through various tutorials and opportunities.
- Promoted adobe products, hosted events, and generated educational content to connect and instruct students.

**SapphireForce**, Graphic Designer, Johns Creek, GA December 2022 – May 2023

- Created graphic concepts, print advertisements, and a logo for a leading cloud-based software company.
- Produced futuristic designs to boost the company's appeal, convey reliability, and promote cutting-edge technology.

**The Muse**, Graphic Design Editor-In-Chief, Johns Creek, GA February 2021 – May 2022

- Managed staff of 15 students, social media, website, and a magazine that was awarded a CSPA Gold Crown Award.
- Oversaw budgets, deadlines, quality control, and trend analysis to ensure the publication process went smoothly.
- Led weekly workshops on design software, analyzed KPIs, and supervised fundraisers to promote The Muse.

## VOLUNTEERING & COMMUNITY INVOLVEMENT

**Alpha Gamma Delta Sorority**, DEI Social Media Chair Dec 2024 – Present

- Executed social media initiatives to promote DEI and cultural experiences, engaging 3000+ Instagram users.

**Living Hope**, Marketing and Design Executive Chair August 2024 – Present

- Designed marketing collaterals, promoting events on social media and increasing engagement by 20%.

## SKILLS

- Skills: UI/UX Design, User Research, HCI, Wireframing & Prototyping, Typography, Digital & Layout Design, Illustration and Animation, Brand Identity, Agile Collaboration
- Programming Languages: Java, HTML/CSS/JS, C, Python
- Tools: Figma, Adobe CC (Photoshop, Indesign, Illustrator, Express), Blender, Unity, Framer, Sketch