

Lindsey Yi

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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 , <i>UI/UX Wireframing & Researcher</i>	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 , <i>UI Designer & Front-End Developer</i>	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 , <i>Developer</i>	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 , <i>Graphic Designer</i>	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 , <i>Graphic Designer</i>	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 , <i>UI/UX Design Intern</i> , 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 , <i>Adobe Student Ambassador</i> , 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 , <i>Graphic Designer</i> , 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 , <i>Graphic Design Editor-In-Chief</i> , 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 , <i>DEI Social Media Chair</i>	Dec 2024 – Present
• Executed social media initiatives to promote DEI and cultural experiences, engaging 3000+ Instagram users.	
Living Hope , <i>Marketing and Design Executive Chair</i>	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