



Product Designer (3+ years of industry experiences)

ABOUT ME

Passionate with design and futuristic technology

johnma.design/

medium.com/@mingyukma

linkedin.com/in/john-ma/

github.com/mingyukma88

EDUCATION

UCLA

BS Cognitive Science
specialization in computing

SEP 2017 - JUNE 2021

Minors in Digital Humanities and Entrepreneurship | GPA: 3.65/4

X6 Dean's Honor Lists

LA Hacks | StudySmart | HCI Research Lab |

SEP fraternity | Rissman Lab

SKILLS

Design

Figma, Sketch, Principle, ProtoPie, Invision, After Effects, Illustrator, Framer, Zeplin, Lens Studio, Spark AR, Blender, Miro, Cinema4D

Development

HTML, CSS, Javascript, Python, C++, Swift, Apple ARKit, Unity, React

RECOGNITION

Awards & Fellowships

KPCB Design Finalist 2020

UCLA Departmental Scholar Program

Top 5 Safety Hacks @Tree Hacks

UCLA Designation 1st in 60 teams

Forbes under 30 Scholar 2019

3 Days Startup 1st in 10 teams

EXPERIENCE

Spatial System

Holographic Product Designer *SEP 2020 - NOW*

Designed end to end screenshot and room breaking features and prototyping holographic VR interfaces in Cinema4D

Snapchat

Product Designer *JUNE 2020 - SEP 2020*

Collaborated with PMs, engineers and designers to create production ready visual assets and rapid prototypes for launching 2 AR lens features that impacted 100 million Lens users worldwide

Designed and evaluated mockups/prototypes for new interaction paradigms for new generation holographic AR glasses using After Effects

Improved scan experience by pitching functional prototypes, MVP design and strategy like Scan Home, Education, and Feedback to the design executives and perception team

Yobs Technologies

Product Designer (Contract) *MARCH 2020 - MAY 2020*

Produce customer journey maps, scope use cases, designed wireframes for SaaS personality web dashboards, branded investor slide decks and a deployed NLP generated behavioral assessment report in sandbox environment, securing 4 contracts for Stage A funding from Plaid investors, onboarding 1000+ new customers from Nissan and \$50K contract with PWC and EY

UltraLeap

VR/AR Product Designer (Web Branding) *JUNE 2019 - SEP 2019*

Led the redesign and launch for Flagship product's page and Unity Core Asset's website and conducted usability testings with 20+ cross functional internal partners on haptics' UX under business and tech constraints

StudySmart

Product Designer *FALL - SPRING 2019*

Revamped and developed a crowdsourced study application by spread-leading new features like data visualization, filtering, task tracking dashboards, with 90% task success rate in usability testings

LA Hacks

Motion Designer *FALL 2019 - WINTER 2020*

Established style guides, website branding and motion graphics that aggregated over 3K+ engagement and 1000+ attendees