Jacey Chung

UI / UX Designer

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Education

ArtCenter College of Design

MFA Media Design Practices, Apr 2025
Pasadena CA, GPA 3.81/4.00

National Taiwan University of Science and Technology

BA Industrial Design, Jun 2022
Taiwan, GPA 3.93/4.30

Skill

Design & AI Tools

Figma, Illustrator, Photoshop, InDesign, After Effects, Rhino 3D, Framer, Maze, CapCut,ChatGPT, Midjourney, Sora, HTML, CSS, Processing

Core Competencies

Design Systems, Accessibility (WCAG), User Research, Prototyping, Usability Testing, UI/UX Design, Visual Design

Strengths

- User-Centered & Data-Driven Design
- Accessibility & Inclusive Design
- End-to-End Product Thinking
- Agile/Scrum Collaboration

Certification

Google UX Coursera Certification

Issued Jul 2024

Foundations in Ethical Research with People CITI Program

Issued Sep 2023

Experience

Lead UI/UX Designer   Grace & Glory Real Esate Group

Sep 2025 - Present, Diamond Bar (hybrid)

- Led the end-to-end design of a secure B2C housing app, collaborating with developers and stakeholders to streamline property discovery and onboarding.
- Designed an AI-powered chat assistant, conducted usability testing, and implemented data-driven iterations, increasing user satisfaction and retention.
- Created a responsive administration dashboard (web + mobile) for property management and data monitoring, improving internal workflow efficiency.
- Applied responsive design and accessibility (WCAG) standards to ensure an inclusive, seamless experience across devices; successfully launched the app on the App Store and conducted a second round of usability testing to further refine the user experience.

UI/UX Design Intern   ONE30M

Jul - Nov 2025, Paris/New York (remote)

- Designed a B2B SaaS content-sharing platform for creators and brands, integrating multi-platform APIs for publishing, collaboration, and analytics.
- Created gamified user journeys and AI-powered interactions inspired by color therapy principles to drive engagement and user motivation.
- Supported Agile sprint collaboration across product, engineering, and marketing teams, ensuring design alignment, accountability, and continuous iteration.

UX Designer   Cedars-Sinai Medial Center

Jan - Apr 2025, Los Angeles (sponsor project)

- Developed a cancer screening platform for adults 50+, applying evidence-based and participatory design methods to promote equitable healthcare access.
- Conducted user interviews, journey mapping, and usability testing to ensure an inclusive, ethical, and user-centered experience.
- Partnered with healthcare experts to align design outcomes with compliance and accessibility standards.

Web/UX Designer   The Mary Pickford Arts Alliance

Sep - Dec 2024, Los Angeles (sponsor project)

- Led the UX process to design and launch a digital platform for LA's emerging arts nonprofits, aligning user needs with organizational missions and leveraging AI tools to match nonprofits with relevant resources.
- Conducted user research, wireframing, and prototyping, and created UI systems and information architecture, ensuring accessibility and cultural relevance.
- Collaborated with stakeholders to translate research insights and strategic goals into responsive, mission-driven design solutions.

Social Media Designer   ArtCenter College of Design

Sep 2023 - Apr 2024, Pasadena

- Curated and designed digital content to enhance brand presence and engagement across platforms, reaching diverse audiences.
- Partnered cross-departmentally to highlight student projects and events through cohesive storytelling and visual design.
- Strengthened community connection by aligning digital strategy with institutional identity and inclusive design values.