ZIJUN KANG

UI/UX Designer

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EXPERIENCE

Project Joy Studio | UI Designer & Web Developer
Mar 2025 – Sep 2025 · Internship · Unreleased redesign

- Collaborated with a teammate to redesign a creative-studio website, using team audience profiles, task flows, and a site audit to inform UI exploration.
- Designed wireframes and high-fidelity pages with separate entry points for corporate groups, private parties, and public workshops; structured activity details, logistics, and inquiry actions.
- Translated Figma layouts into WordPress PHP templates and shared navigation, maintaining a consistent visual language across workshop and private-experience pages.

DeFiner Labs | UI/UX Designer
Mar 2024 – Sep 2024

- Collaborated on custom client websites, aligning interface design with brand identity and revising layouts in response to user feedback and changing requirements.

Art Sphere Inc. | Web Developer
Mar 2023 – Sep 2023

- Designed a memorial website, researched imagery, and wrote section content; coordinated with developers to integrate the visual design and site functionality.

SELECTED PROJECTS

Mad Dragon Music Group | UX Lead
Drexel team project · Sep 2024 – Spring 2025 · Unreleased website

- Served as UX Lead on a three-person team designing a unified music and events website; contributed to research, task flows, UI design, and responsive prototype iterations.
- Used prototype survey feedback to prioritize event-list browsing while retaining a calendar option; collaborated on typography, component consistency, and music/social-link visibility.
- Developed WordPress event overview and detail pages, responsive navigation, and the footer, connecting event information through custom fields to support reusable content layouts.

KC's Smoothies | UX Designer & Front-end Developer
Drexel team coursework · Fall 2023 – Winter 2024

- Conducted field observation and contributed research synthesis, sketches, and affinity mapping to a mobile ordering concept for a campus food truck.
- Collaborated on prototype revisions that separated customization choices, clarified progress controls, and refined visual hierarchy; continued UX work into the development course.

CoreLab | Interaction Design & Motion Prototyping
Drexel academic concept · Spring 2023

- Mapped a Pilates class-booking journey and created wireflows, Figma interfaces, interaction specifications, and After Effects demonstrations for selection and confirmation states.

EDUCATION

Drexel University | BS in Westphal Studies | 2026

Minor in User Experience & Interactive Design

A. J. Drexel Scholarship

SKILLS

Design: User research, synthesis, affinity mapping, task flows, wireframing, prototyping, UI and interaction design

Tools & implementation: Figma, Adobe Creative Suite, After Effects, HTML/CSS/JavaScript, WordPress

Languages: English, Mandarin