Jessica Fung

Product designer with a focus on user research and product strategy

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EXPERIENCE

LinkedIn, Sunnyvale, CA — *User Experience Designer*

OCTOBER 2016 - PRESENT

Working as the lead designer on a high-impact product that aims to reduce the largest pain-points for jobseekers: application transparency, guidance, and tracking. Achieved buy-in from product areas with conflicting goals, orchestrated foundational and formative user research, analyzed market research, presented wireframes and mockups in design reviews, and wrote web & mobile design specs with a focus on accessibility.

Previously worked as the lead designer on products that allow job seekers to see commute times on job postings, reuse or attach resumes on any device, and follow jobs at their dream companies. Developed a holistic communications strategy to help jobseekers discover jobs in context, and created a design system for all jobs-related emails that ensures consistency, reduces bugs and development time, and sets guidelines that respect the jobseeker.

Communicates early and often with PMs, engineers, and stakeholders to ensure alignment throughout the project cycle. Organizes biweekly team events and weekly internal anime club meetups. Promoted within 12 months for exceptional performance; earned UED Rockstar Award; won internal company hackathon. Has a reputation for advocating user research, proactively contributing to product strategy, and leadership.

Quora, Mountain View, CA — *Product Designer*

DECEMBER 2014 - MAY 2016

Designed and built signup and new user onboarding experiences. Independently set up tracking for A/B testing. Made improvements and fixed bugs using Python, CSS, and JavaScript. Actively participated in internal hackathons.

Inkling, San Francisco, CA — *User Experience Design Intern*

AUGUST 2013 - DECEMBER 2013

Worked on improving the search experience on the Inkling library for consumer and enterprise users across devices. Produced a user behavior analysis report by writing SQL queries.

SKILLS

Design: Sketch, Illustrator, user flows, journey mapping, wireframing, Craft, Lingo, Photoshop.

Prototyping: InVision, Framer X, Keynote.

Research: User research, user testing, product strategy, A/B testing, SQL queries, guerrilla research, user surveys.

Coding: HTML, CSS, JavaScript, Python.

EDUCATION

University of Waterloo, Waterloo, Ontario, Canada
B.A., Honors Psychology

LANGUAGES

English, Cantonese

HOBBIES

Badminton, dogs, board games, video games, reading