

25-26 Resume

Christine Han

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Education	University of California, Los Angeles	Sep 2023 – Jun 2027
	Design Media Arts (BA) / Cognitive Science (BS) UCLA Regent Scholar Coursework: UX Research, Web Design and UI/UX, Web Programming, Human Computer Interaction	3.9 GPA
Experience	Inner City Visions Client Management System Product Design Lead	Jan 2025 – Jun 2025
	- Led the 0-to-1 design of a B2B client management system for social housing, collaborating with 2 PMs, 5 engineers, and 3 product designers to increase operational and onboarding efficiency by 50%. - Streamlined homeless outreach, consolidating medical profiles and housing history for 450+ DAUs. - Designed and tested responsive prototypes with 24 users, achieving a 92.4% task success rate.	
	UCLA Hackathon UI/UX Designer	Oct 2024 – Jun 2025
	- Collaborated with engineers and marketing to create end-to-end user flows for Southern California's largest hackathon (1000+ global students and 300+ submissions). - Crafted cohesive visual designs across design mobile/tablet/web applications, including 80+ interfaces, components, and graphic assets—overall boosting sponsor engagement by 30%.	
	Good1s in LA UI/UX Design Lead	Jan 2025 – Mar 2025
	- Guided 5 designers to redesign a movie discovery platform, increasing feature discoverability by 88%. - Iterated on responsive wireframes with A/B testing with 10+ users, improving approval rating by 76%.	
Activity	CoachArt Reimbursement Portal Product Designer	Jan 2024 – Jun 2024
	- Collaborated with a team of 11 to replace the supply/reimbursement workflow with an automated B2C/B2B reimbursement portal, reducing processing time by 90% and manual labor by 1000+ hrs. - Prototyped 110+ low-fidelity and high-fidelity wireframes to align with user story, working closely with CoachArt stakeholder and developer teams to ensure on-time delivery to 450+ teachers.	
	FocusView Product Designer	Jan 2024 – Mar 2024
	- Worked with a team of 13 to create an AI-powered app that uses computer vision and behavioral analytics to build sustainable productivity habits and launched to an audience of 200+. - Built a full-scale design system with 50+ components and documentation, optimized for user focus.	
	Nova Product Designer (Oct 2023-Jun 2025), External Vice President	Jun 2025 – Present
Skills	- Secured 4+ nonprofit partnerships, evaluating core needs and delivering 8 end-to-end client projects. - Directed 18 project leads, 22 designers, and 24 engineers to define project scope, strategy & roadmap. - Rebranded website and social media generating 16k+ views and 300+ submissions.	
	Bruin Advertising and Marketing Team Designer	Oct 2023 – Present
	- Collaborated with a team of 40+ to develop a marketing campaign for AT&T based on insights from 54 focus groups, 450+ survey participants, and 1300+ datapoints (1st in the NSAC Regionals). - Identified key pain points and opportunities to inform brand strategy targeting consumers ages 18-34. - Converted KPIs into \$70M executions, conveying engagement with 20 mockups and 100+ slides.	
	UI/UX Design, UX Research, Usability Testing, Interaction Design, Wireframing, Prototyping, Product Strategy, Client Relations, Branding, Design Systems, Figma, Adobe Creative Suite, Framer, Maze, HTML/CSS, JavaScript, C++, PHP, SQL	