

DEXTER YUN

I'm a UX / Product Designer that finds fulfillment in designing useful products that make people's lives easier and more meaningful — even if it's only by a small amount. Doing so with startups and companies with strong cultures is a bonus.

Most of my experience thus far is in designing enterprise SaaS products, and working with startups to quickly translate, and iterate on, their ideas into working prototypes.

Skills >

Wireframing & Prototyping

Interaction Design

User Interface Design

Information Architecture

Moderated User Interviews

Visual Communication

Design Workshops & Collaboration

Agile Methodology

Stakeholder Management

Usability Analysis & Testing

Product Strategy

HTML/CSS (fundamentals)

Education >

RED Academy

Jan - Apr 2017

Full Time UX Design Program

Interaction Design Foundation

Dec 2016

User Research - Methods & Best Practices

Simon Fraser University

2013 Graduate

BBA - Finance Major

Tools >

Figma Expert: Thorough understanding/experience with all Figma features (eg. Components, Auto Layout, Advanced Prototyping Features, Variants, Variables, Libraries, Styles, etc.)

Experience >

Senior Product Designer at Silicon Valley Bank

(Mar 2021 - Present)

Started working through a SaaS startup SVB was incubating — which aimed to help companies benchmark, plan and communicate compensation to their employees.

I then transitioned to leading the design and discovery research of the bank's client-facing Perks+ Partner Program, and now I'm the lead designer for SVB's end-to-end digital lending experience.

UX Design Independent Contractor (Dec 2015 - Present)

Clients: Silicon Valley Bank, AI Startup, Qwark Health, HR SaaS Startup, TeleHealth Startup, Social Media Startup

Wireframing/Prototyping, UI Design, Market & Competitor Analysis, Information Architecture, Heuristic Audits, General Consulting

Product Designer & Manager at Chaloot (May 2019 - May 2020)

Chaloot is a privacy-focused, seed stage startup that exists to help people discover and meet each other in a fun, safe, and user-controlled way through entertainment and social experiences.

- Wrote & designed a pitch deck that helped secure a seed investment
- Translated founder's mission into a product vision narrative
- Helped forge the visual style and overall interface aesthetic

UX Strategist at Major Tom Agency (May 2017 - May 2019)

Through my involvement in all projects from concept to launch, my role included researching and understanding small to medium sized businesses, competitive research, stakeholder interviews, information architecture, user surveys & interviews, research synthesis, low to high-fidelity wireframing, and writing functional requirements.