Min Han

UI/UX & product designer

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EXPERIENCE

Story of You · Executive Assistant & UI/UX Designer
Jun 2026 – Present

Education nonprofit with four brands · sole designer of storyofyoumain.org (UX, UI and brand)

- Audited all 38 pages at desktop and phone widths and ranked every finding by how much it hurt a visitor's trust. The top fixes were a newsletter form that lost every signup, 404 policy links, and missing alt text and headings.
- Reorganized the homepage around three audiences (families, schools and supporters) and designed the content model for the tutor directory, with specialty badges mentors earn through student feedback.
- Built one brand system for all four brands: a shared palette, two typefaces, a 60/30/10 color rule and a voice guide. Rolled it out behind a site-wide switch so each page could be checked before families saw it.
- Designed a self-serve booking flow. Families pick a service, see cost, length and what to expect, and book without emailing anyone. I designed every state, including loading and scheduler failure.
- Rebuilt the Full STEAM Ahead page from a wall of text into interactive explainers kids can play.

StudyQuest · Product Designer (independent)
2025 – 2026

A habit-building study app where every focus session earns furniture for an isometric room you design

- Designed v1 in Figma in 2025, from personas and wireframes to full screens, aiming to launch it as a product.
- Audited my own v1 against usability and accessibility heuristics (2.6 out of 5), then rebuilt it as a working v2 prototype.
- Replaced gacha-style pulls with Study Crates you earn only by studying. Drop rates are always on screen, a pity counter guarantees an Epic or better within 10 crates, and there is no paid currency.
- Built contrast-checked color tokens with light and dark themes, adjustable text size and a reduced-motion setting.

Perfectous Marketing · Student Marketing Consultant
Aug 2025 – Oct 2025

VCU client-project course that paired students with real Shopify store owners

- Advised small-business store owners on marketing and helped develop UI layouts and visual branding for their stores.
- Worked on content strategy, SEO meta tags, UX writing and user-flow mapping.

Hyungneem · Assistant
Jun 2026 – Present

- Support a holding company that works in investment property and real estate.

EDUCATION

Virginia Commonwealth University · B.S. Psychology
May 2026

- Two-year UI/UX mentorship with a faculty member, applying psychology to interface design.
- Coursework: Research Methods, Cognitive Psychology, Human Factors, Statistics.

SKILLS

Research	Personas, journey maps and IA, heuristic audits, WCAG reviews
Design	Figma variables and components, prototyping, design and brand systems, Material 3 and Apple HIG, motion and micro-interactions
Launch & QA	Squarespace, booking and scheduling setup, cross-device QA, handoff guides, HTML and CSS
Languages	English and Korean (fluent)

LEADERSHIP

Kappa Sigma Fraternity, VCU Chapter · Re-founding Member
2021 – 2023

- Re-established the chapter with national and campus leaders, drafted bylaws and recruited founding members.