

# DEXTER YUN

A UX Designer that enjoys the process of working through **complexity**, bonds well with **curious minds**, and seeks teams that care about **quality**.

My circle of competence is in translating a vision or idea into testable prototypes via lean research, service blueprints, information architecture, visual design, and interaction design.

## Skills >

Wireframing & Prototyping  
Interaction Design  
User Interface Design  
Information Architecture  
Moderated User Interviews  
Storytelling  
Design Workshops & Collaboration  
Agile Methodology  
Visual Communication  
Usability Analysis & Testing  
Product Strategy  
HTML / CSS

## Education >

### RED Academy Bootcamp

Jan - Apr 2017  
Full Time UX Design Program

### Interaction Design Foundation

Dec 2016  
User Research: Methods & Best Practices

### Simon Fraser University

2013 Graduate  
Bachelors of BA: Finance Major

## Tools >

**Figma Expert:** Expert level knowledge and experience with all Figma features (eg. Components, Auto Layout, Advanced Prototyping Features, Variants, Local Variables, Libraries, Styles, etc.)

## Experience >

### Silicon Valley Bank: Lead UX Designer Since Mar 2021

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**.

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### DY Design: UX Design Contractor Since Dec 2015

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

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### Chaloot: UX Designer & Product Manager May 2019 - 2020

Chaloot was a privacy-focused, seed stage startup that existed 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

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### Major Tom Agency: UX Designer May 2017 - 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, prototyping, and writing functional requirements.