

JUN TAN (U.S. CITIZEN)

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Education

University of Michigan | School of Information and Ross School of Business

Aug 2024 - May 2028

Bachelor of Science in Information

Ann Arbor, MI

- Major: User Experience Design | Minors: Business & Human-Centered AI
- GPA: 4.000 / 4.000 | Teaching Assistant: Human Computer Interaction (SI 347)

Experience

Expedia Group

Jun 2026 - Aug 2026

Design Builder Intern

Seattle, WA

- Shipped 14+ rapid, high-fidelity prototypes- photo tours, lightboxes, reviews, booking summaries, and save/share interactions- using AI-assisted prototyping with Figma MCP, Cursor, and EGDS; built 8+ reusable components, merging 5+ pull requests into live prototype.
- Identified 30+ EGDS gaps across component libraries, patterns, and design tokens through cross-functional collaboration, design critiques, and implementation reviews; translated user needs into product strategy recommendations for the design systems backlog.
- Led design-to-engineering handoff for 8 design system enhancements—including sticky filters, refund timelines, and 5 component variants—using systems thinking to define interaction states, web accessibility, technical constraints, and design rationale.

DeepFile

Jun 2025 - Aug 2025

UX Design Intern

Berlin, DE

- Applied Human-Centered Design and Design Thinking through UX research and competitive analysis for Germany's first NDA-certified AI startup, identifying user pain points, 5+ industry gaps, and opportunities informing product and go-to-market strategy.
- Executed end-to-end product design for B2B digital products using Figma, building a custom landing page and optimizing user flows, increasing visibility to multiple grant sponsors and 3+ partner companies through consistent A/B testing.

Projects

Embedder AI

Jan 2026 - Apr 2026

User Research Advisor

Ann Arbor, MI

- Supervised a team of 6 UX researchers and 2 Project Managers with a Y-Combinator embedded systems startup, coordinating weekly deliverables, interview planning, and research synthesis across a 10+ week project timeline to guide product problem-solving.
- Led design validation through 20 usability tests with students and industry professionals, identifying a 30% first-attempt launch rate and translating product metrics into 6 recommendations addressing platform friction from the user research done.

Milieu

Sep 2025 - Dec 2025

User Interface Designer

Ann Arbor, MI

- Translated 30+ Figma web wireframes into 5 optimized iOS dashboards, applying mobile UX design principles to ensure scalability, usability, and consistency across platforms, improving navigation efficiency across key user flows by 35%.
- Designed and implemented 4 interactive mobile components- including a carousel, time chart, and hover animations- helping the skincare startup launch its customized product shipping platform with a seamless mobile experience for 10,000+ users.

Leadership

Figma

Aug 2026 – Present

Campus Leader & Ambassador

Ann Arbor, MI

- Led campus outreach for Figma by organizing 10+ design workshops, product demonstrations, and peer-to-peer learning sessions, introducing collaborative design tools to 1000+ students across design, engineering, and product communities.
- Partnered with 4+ student organizations and university programs to develop targeted campaigns and hands-on events, increasing student adoption of Figma by 25% and strengthening an interdisciplinary design community.

Atlas Digital Consulting Club

Jan 2025 - Present

Director of Design Development

Ann Arbor, MI

- Developed an AI-assisted front-end scheduling system platform to streamline application reviews and interview management; created tailored interfaces for applicants and interviewers, supporting the evaluation of 1000+ student applications.
- Directed club recruitment by designing information panels, presenting 10+ weekly educational bootcamps on Figma, and running interview preparation sessions to support members recruiting for design-related roles by providing technical UX/UI development.

Technical Skills

Skills: UX/UI Design, Product Design, Interaction Design, Visual Design, User Research, Usability Testing, Competitive Analysis, Information Architecture, User Flows, Wireframing, Prototyping, Design Systems, Accessibility, HTML/CSS, JavaScript

Platforms: Figma, Sketch, Adobe, Python, Generative AI (Cursor, Claude, Codex), Webflow, Framer, Google & Microsoft Suite.

Interests: Climbing, Saxophone, Pickleball, Sewing & Garment Design.