

EXPERIENCE

09.2022 - 06.2023

Director of I.T., Virtual Enterprise Incubator

Designed and developed E-commerce platform for a High School Startup Incubator, working with 6 XFN teams. Managed roadmap and wrote UI/UX documentation pitched to judges, winning **1st place** out of **1000+ national participants**

11.2023 - Present

UI/UX Designer, Commit the Change

Working with a XFN team of **24 developers and designers** in an Agile framework. Built an end-to-end CRM for **4k+** yearly volunteers @ beach cleanup NPO. Created design system from scratch. Conducted usability tests and user interviews with clients.

01.2024 - Present

Product Manager, Product Association Fellowship

Collegiate Product incubator (**16%** acceptance rate). Analyzed market trends, curated **product strategy** and **product roadmap** on JIRA for a to-do-list aggregation tool.

UX Designer, Develop for Good

Accepted out of **1.5k apps** (13% acceptance rate) to work with **10** designers. Conducted tech stack audit with **10+ software integrations**. Curated User Research Protocol and analyzed business objectives to align user and NPO's needs.

06.2022 - 03.2023

Creative Design Intern, Olivo Amigo

Spearheaded **branding** and website for a B2C Startup scaling to B2B. Filmed 20+ videos and designed 50+ assets increasing reach by **160%** (80k+ in 3 months)

ACTIVITIES

02.2024 - Present

UCI Design-a-thon Co-Director and Logistics Lead

Directing the first **30+ member design-a-thon committee** with 3 XFN departments to host UCI's nation-wide design competition

07.2023 - Present

Workshop Coordinator, Design at UCI

Taught **300+** students in **10+** design workshops on industry-standard product thinking, visual design, and front-end development in collaboration with **5 organizations** and **3 hackathons**. Developed end-to-end Figma Tutorial presented 4 times

01.2022 - 09.2023

Founder and CEO, Solidarity Apparels (Clothing Business)

handmade and hand-drew streetwear apparel sold to **40+** states and **10+** countries. Accumulated **100k+ reach** through 50+ self-filmed video clips

PROJECTS

01.2024

Game Designer and Developer, Sweet Stack

Co-Op Mobile game with **11k+ players**, 450+ hours played, and a consistent 2k+ players/week. **Honorable Mention** at React Game Jam with **30+** submissions

07.2023 - 09.2023

Founding Product Designer, Questify

only designer with **6 engineers** to build web and mobile platforms to help **30+ UCI clubs** track metrics. Built design system and fully responsive website (HTML/CSS)

JASMINE WU

PRODUCT DESIGNER

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EDUCATION

Expected: June 2026

University of California, Irvine

3.94 GPA

Bachelor's Degree, Computer Science and Cognitive Science

2019 - 2023

Fountain Valley High School

4.71 W GPA (top 3% of class)

Classes: 20 AP/Honors/College

Graduated Summa Cum Laude

Social Science Coronet (Highest Honor)

SKILLS

Software

Figma / Canva / Miro / Git / HTML/CSS / React.js / R Studio / Typescript / Blender / Three.js / Unity3D / JIRA / Agile/Scrum

Design

Rapid Prototyping / Visual Design / Design Systems / Branding / User Flows / Information Architecture / Research Protocol / End-to-End / Data Visualization / Web Development / VR / AR

HONORS & AWARDS

8 time Hackathon Winner, 2024

won 8/9 collegiate hackathons attended

1st Place E-Commerce Design Virtual Enterprise, 2022

1000+ participants, 30+ national schools

Most Inclusive Design sponsored by Figma, 2024

UCLA Hackathon, awarded for accessibility

1st Place UI/UX Design, 2024

RoseHacks, 100+ participants

1st Place Best Overall Hack, 2024

AthenaHacks, 30+ submissions

Best Runnerup Hack Zothacks, 2024

400+ applicants, 84 participants.

1st Place Design (x2), Robotics 2021/2022

Regional Winner out of 40+ teams