

Lauren Hirai

Product Designer

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Education

Rhode Island School of Design, Continuing Education

Interactive Design Certificate
Aug 2018 - Present

General Assembly

UX Design Immersive Certificate
Apr 2023

Brown University

MS in Physics
May 2020

New York University

BA in Physics
Minor in Mathematics
May 2017

Skills

Tools

Figma
FigJam
HTML/CSS
Google Workspace

UX

User Research
Usability Testing
User Flows
Competitive Analysis
Heuristic Evaluation

UI

Prototyping
Wireframing
Visual Design
Responsive Design
Web + Mobile Design

Product Design Experience

Product Design Intern — Farm Link Hawai'i

Web Product Design, Sep 2023 - Nov 2023

- Designed an improved online grocery browsing experience for the SNAP-EBT customer base, which makes up 18% of the company's total revenue.
- Facilitated weekly stakeholder meetings, fostering collaboration between design, user stories, business goals, and technical constraints, resulting in streamlined and cohesive project alignment.
- Developed a comprehensive Figma design system aligned with company brand values, ensuring consistent and visually cohesive interfaces across the platform.

UX/UI Designer — GFTD

Web UX/UI Design (Freelance), Apr 2023 - Aug 2023

- Developed a wishlist donation platform aimed at streamlining the crowdfunding process for the K-12 education sector.
- Collaborated with stakeholders by addressing technical constraints and presenting design recommendations to achieve alignment with business goals.

UX/UI Designer — Southwest Airlines

Mobile Product Design (Concept Project), Mar 2023

- Designed a new bag-tracking mobile app feature based on user interviews and competitive analysis, addressing pain points regarding delayed luggage.

Additional Experience

Sustainability in Tech Intern — flaik

Jun 2023 - Aug 2023

- Researched best practices for travel-related emissions tracking and coordinated with key stakeholders in business management to develop an emissions tracking tool and assess opportunities to reduce carbon emissions.

Materials Physics Researcher — Brown University

Aug 2018 - May 2020

- Conducted research on a wall assembly with passive temperature and humidity regulation, contributing to the development of sustainable building design solutions.

Materials Physics Researcher — New York University

Sep 2018 - May 2017

- Performed experiments involving the fabrication of DNA-coated particles and data analysis in Python to better understand the conditions under which the particles self-assemble.