

Joshua Chang

UX Designer, Southern California

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LinkedIn: linkedin.com/in/joshuachang

Based: Orange County, CA

Open to: Junior / associate UX roles and internships

SUMMARY

UX designer and BFA candidate at CSUF (expected Fall 2027), based in Orange County. I design and ship interfaces — a live habit app and a launched Shopify store — from research and testing through UI.

EXPERIENCE

Designer and Co-founder, Flow3r

Self-employed, premium glassware e-commerce · Buena Park, CA · Jan to Sep 2026

- Designed and built the Shopify storefront: age gate, product pages, cart, and the full checkout path.
- Task-tested the live site with 10+ people across a few rounds (buy a product, find the return policy, check out on mobile); found and fixed a laggy cart-remove interaction and FAQ links that dropped people at the top of a long page.
- Set the brand, type, and product photography so the store reads as a design brand, including lighting, retouching, and one consistent look across the catalog.
- Launched live; wound down after the first operating cycle.

Vinyl and Wrap Apprentice, Evo Studios

Los Alamitos, CA · Feb to May 2026

- Cut and applied vinyl wraps, tint, and decals for pro-am race cars and commercial work for Nike.

Web and Marketing, TNO Apparels Inc.

La Habra, CA · Jan 2023 to Jan 2024

- Built and maintained the brand's website and storefront; ran organic social and promotional campaigns.

SELECTED WORK

T-Break

Self-directed product, live PWA · 2026

- Designed a live, installable PWA around a three-way entry point — temporary break, permanent stop, or not sure — that adapts tone and milestones to the choice instead of forcing one ending on everyone.
- Rebuilt the app's core slip mechanic so logging a slip resets only that single habit's day count; money saved, time reclaimed, and history all stay intact.
- Ran a feature-by-feature honesty audit and found six features that looked finished but stored no real data; rebuilt each on real data before shipping.
- Added an SOS support sheet with a personal contact, toolkit shortcuts, and the 988 crisis line, reachable without an account.

League of Legends, Ranked Progression and Rewards

Self-directed concept

- Surveyed 41 players on why they avoid or abandon ranked play, alongside a competitive audit of OP.GG and U.GG; tightened the research questions after early responses came back unusable.
- Designed four features to close the gap: a personal leaderboard, an in-client stats tab, a milestone reward bar, and MVP matches.
- Built the concept inside Riot's published design language, matching typography and hierarchy so it reads native to the game.

SKILLS

UX: User research, surveys, usability testing, user flows, information architecture, wireframing, prototyping.

UI: Visual hierarchy, typography, design systems and components, responsive layout, accessibility.

Tools: Figma, Photoshop, Lightroom, Shopify; some front-end (HTML, CSS, JavaScript).

EDUCATION

BFA, Interactive and Graphic Design — California State University, Fullerton

2022 to expected Fall 2027