

Noah Jung

Product Designer

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EXPERIENCE

Alcon / Principle Product Designer

Fort Worth, TX | Jul 2024 – Present

- Led UX for a surgical planning workspace that brings patient demographics, history, measurements, and planning inputs into one clinician view.
- Reduced workflow fragmentation by consolidating information previously spread across records, device outputs, and planning touchpoints.
- Designed end-to-end technician, surgeon, and patient engagement flows across planning, education, questionnaires, and surgery readiness.
- Partnered with product, engineering, clinical, and design system teams to translate complex cataract care needs into scalable product patterns.
- Operated as a design-engineering partner by maintaining the component library, shipping UI fixes, leading frontend best-practice reviews, and managing UI enhancement work.
- Accelerated product discovery with AI-assisted prototypes, using rapid concept testing to uncover UX gaps and align design decisions with engineering constraints.

Veranex / Senior UX Designer

Providence, RI | Mar. 2020 – Jun. 2024

- Led the design of 12+ projects in mobile, web, and embedded systems, mentoring associate designers and collaborating with cross-functional teams. Clients include Johnson & Johnson, Ethicon, Abbott, BVI, Stryker, GE Health, Smith & Nephew, Genetics Signatures, Heartbeam, Vapotherm, Ellume, and more.
- Designed workflows and prototypes for LEOS, an FDA 510(k)-cleared laser endoscopy ophthalmic system, helping translate complex clinical requirements into build-ready product experiences.
- Designed interfaces for medical products, including a cataract surgical console, heart valve implantation system, vagus nerve app, a screen-reader-friendly COVID test app, and more.
- Managed the end-to-end design of 4 products, from concept to software development handoff resulting in project completion and FDA approval process.
- Created reusable UX patterns, documentation, and product recommendations that improved consistency, usability, and handoff quality across client engagements.

SIDE PROJECT

Parrap

parrap.app | Nov. 2025 – Current

- Designed an AI-assisted live translation product with an operator console, public viewer, live captions, translated audio, sermon summaries, and Bible verse detection.
- Prototyped complex live-use workflows around audio health, language selection, session status, caption monitoring, sharing, and recovery states.

Salight Prayer

salight.app | Sep. 2025 - Dec. 2025

- Designed and built an MVP covering prayer topics, groups, prayer logs, guided prayer, notifications, and profile/settings.
- Defined privacy rules, analytics events, digest flows, and AI-assisted implementation plans to support repeat engagement and trusted community sharing.

SKILLS

Product Design

End-to-end UX design, interaction design, systems thinking, complex workflow design, information architecture, prototyping, design systems, usability testing, customer research, accessibility, product strategy

AI-assisted Design & Prototyping

Codex, Claude Code, Cursor, v0, Lovable, agentic engineering, AI-assisted concepting, AI prototyping, prompt-driven workflows, design-to-code collaboration, human-in-the-loop review

Tools

Figma, FigJam, Storybook, GitHub (Git), Adobe Creative Suite, Linear, Jira

Frontend & Product Building

HTML, CSS, JavaScript, TypeScript, React, Next.js, Electron, React Native, Tailwind CSS, shadcn/ui, Convex, Vercel, PostHog, Resend, Clerk, Vercel, Supabase

EDUCATION

Rhode Island School of Design

Bachelor of Fine Arts
Industrial Design