

JUN HONG

Product Designer & Creative Director

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Designer with over 10 years working across brand identity, product UX, and FDA-regulated medical devices. Built MedicaSafe and DoctorDerm from scratch, covering everything from user research and prototyping to hardware, interfaces, packaging, and campaigns. Helped Enerskin reach \$1M+ in sales within 6 months and grew DoctorDerm to 2,000+ customers.

EXPERIENCE

DOCTORDERM

Nov 2024 - Present

Creative Director

- Built a prescription skincare brand from scratch; the platform now serves 2,000+ customers
- Designed the website, marketing materials, and packaging myself
- Built the skin analysis tool and customer engagement platform; managed developers in the early stages, then took over the site completely

MEDICASAFE

May 2018 - Present

Design Lead

- Designed UI/UX for a cloud-connected medical device for Buprenorphine/Naloxone from concept to FDA submission (2025), including user research, wireframing, prototyping, and usability testing
- Built and maintained a design system used across the device hardware and cloud interfaces
- Worked directly with the CEO, 6 engineers (3 SW, 3 HW), and 2 regulatory specialists
- Ran Human Factors studies and wrote the Use Related Risk Analysis documentation
- Reviewed and updated protocols for FDA human factors engineering review

ENERSKIN

Jan 2015 - Jan 2018

Creative Director & Operations Manager

- Led brand identity, campaigns, and product launches for a global compression wear brand from day one; hit \$1M+ in sales within the first 6 months
- Directed all photo and video productions, working with photographers, videographers, and professional athletes on every shoot and campaign
- Handled web and print content, pitch decks, logistics, and sales forecasting

COFFEED

Jan 2015 - Mar 2017

Marketing Associate

- Created weekly reports tracking marketing trends in the delivery app space
- Pitched new campaign ideas directly to the CEO

ENO STUDIO

Oct 2011 - May 2014

Designer

- Worked on housing and interior projects, handling site analysis, 3D modeling, and client presentations
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SKILLS

Design Figma, Adobe Illustrator, InDesign, Photoshop, Lightroom, After Effects

Prototyping Framer

Video Premiere Pro, REDCINE-X PRO

3D & Modeling Blender, SketchUp, KeyShot

AI Tools ChatGPT, Framer AI

Other Microsoft Office, Keynote

EDUCATION

Syracuse University

Architecture Design, 2008 - 2011

Hong-ik University

Architecture Design, 2006 - 2008