

Faye Young

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EDUCATION

The New School, Parsons School of Design New York, NY
Design and Technology with minor in Communication Design, BFA Expected June 2027

University of the Arts London, Creative Computing Institute London, UK
BSc (Hons) Creative Computing, Study Abroad Spring 2026

EXPERIENCE

Lead UX/UI Designer Jan. 2026 – Present
Settled, New York | NY

- Designing UI/UX at Settled, an AI startup automating two sided market place for large-group restaurant bookings.
- Contributed to increasing projected conversion rates from ~10% → 60%, and reduced response time from 24–48 hours to under 30 seconds through AI-driven interactions.
- Created conversational flows that replace traditional booking forms and produced wireframes of responsive layouts using Figma and Adobe XD.

Founding Product Designer Dec. 2025 – Present
Gone Running, WanChai | HK

- Led the end-to-end design and development of Gone Running’s exclusive run club mobile platform (Strivelle) that incentivizes running through a points-based redemption system.
- Integrated external APIs (e.g. Strava) and built backend logic to ensure accurate tracking and prevent data duplication.
- Established the product’s visual identity and design system, elevating the interface from MVP to a polished, production-ready experience.

Tech for Change: ReMix the Future Hackathon Oct. 16 – Oct. 19 2025
The MIX Center, Mesa | AZ

- Best interactive design for outstanding technical innovation and social impact for our installation “*What Remains*” exploring trust, empathy, and communication barriers for Mesa’s multicultural communities with 500+ attendees at the showcase.
- Designed and developed all real-time visuals and interactions using TouchDesigner, Kinect, and LED systems, translating body movement and sound into immersive light. A 4 day competitive hackathon environment recognized for bridging art and public health.

Graphic Design Intern Apr. 2022 – Aug. 2022
Orbus, Chicago | IL

- Worked under the mentorship of Orbus’s graphic design team, gaining insights into advanced graphic design techniques and industry best practices.
- Designed marketing materials, visual assets, and brand collateral for client campaigns.
- Strengthened expertise in Adobe Illustrator, Photoshop, and InDesign.

PROJECTS

Strivelle
Figma · UX Research · Back-end dev

- Designed and built a mobile-first fitness rewards platform using user-centered design methodology to serve 3 distinct user groups (runners, partners, administrators), developing the IA that balances the competing needs of guests and team members.
- Created an accessible visual design system with WCAG-compliant color contrast, large tap targets for mobile interactions, and typography hierarchy optimized for outdoor readability.

Booking Experience Redesign
Figma · Product Strategy · UX Design

- Led the redesign of Settled’s inquiry flow, transforming the survey-based static form inputs experience into a conversational, AI-driven interface through implementing gamified intuitive UI that improves user engagement and reduces drop-off.
- Designed scalable interfaces for both customer-facing and B2B restaurant dashboards.

Kindred
Figma · Adobe XD · UX Research

- Designed a responsive, accessible website for a growing community organization. [<https://thekindred.church/>]
- Spearheaded wireframing, prototyping, and user testing; implemented new event calendar and donation systems that improved navigation and engagement.

HONORS AND ACTIVITIES

Best Interactive Design and Impact Award
Vera List Center Academic Advisory Council
Digital Designers @ Parsons
Deans List

Tech for Change:ReMix the Future **2025**
Research Assistant **2025 – 2026**
Developer **2024 – 2026**
2023 – 2026

SKILLS

Design: Figma · Adobe Creative Suite · Blender · TouchDesigner · Adobe XD · Prototyping · Wireframing · UX Research
Technical: HTML · CSS · Python · Javascript · TypeScript · Next.js · React Native · SQL