# **Skills**

### **Industry Knowledge**

Product Design

Interaction Design

Visual Design

Wireframing

Prototyping

**UX** Copywriting

HTML/CSS/Javascript

#### **Tools**

Figma

ProtoPie

Origami Studio

Photoshop

Premiere Pro

#### Language

Native: English and Chinese (Mandarin)

Other: Japanese (Basic)

# **Education**

#### **Simon Fraser University**

Expected Graduation: June 2025

Bachelors of Arts

Interactive Arts & Technology Major

**Design Concentration** 

Print and Digital Publishing Minor

Innovation and Entrepreneurship Certificate

# **Interests**

Photography

**Outdoor Activities** 

Cooking

Design Trends

# **Design Experience**

## PRODUCT DESIGNER / November 2023 - December 2023

#### 88rising

Redesigned and developed a fresh visual identity and website experience for a record label using Figma, aiming to enhance fan engagement and capitalize on the business' unique selling proposition.

Organized and executed 14 fan interviews and 89 fan surveys to obtain insights into the characteristics of our target users.

Facilitated internal design sprint workshops to uncover insights and generate concepts. Supported user experience research and contributed to the project's brand strategy.

## PRODUCT DESIGNER / January 2023 - April 2023

#### **Brian Jessel BMW**

Designed an exclusive Brian Jessel BMW gift box using Figma, serving as a distinct and memorable touchpoint for customers into the luxurious "Brian Jessel" lifestyle.

Conducted on-site ethnographic fieldwork, user research, and in-depth interviews to gain valuable insights from both customers and staff.

Led a collaborative design sprint and participatory workshop between Brain Jessel's Marketing team and customers, utilizing Miro for discussions

## VISUAL DESIGNER / March 2022 - April 2022

#### **Fondazione Prada**

Directed and crafted a captivating visual brand identity for the "Give Me Yesterday" exhibition hosted at a museum in Milan, Italy. Utilized Figma to create a diverse range of art directions and assets, enhancing the overall aesthetic and impact of the exhibition.

Researched, sketched, mapped, and prototyped an expressive pre-exhibition microsite, enhancing the user experience during microsite browsing.

Orchestrated the generation and selection of a final design direction for a client's microsite following extensive research and team discussions.

# **Volunteer Experience**

### SPONSORSHIP COORDINATOR / Oct 2020 - 2021

#### **SFU Anime Club**

Managed and secured sponsorships from major contributors such as Telus, Gongcha, and Fantuan for significant events (i.e. Summerfest, and Icebreakers)

Crafted compelling and tailored sponsorship proposals, aligning sponsors' brands with the events' objectives and target audience.

Thoroughly oversaw the end-to-end sponsorship process, from identifying potential sponsors to finalizing agreements.

Exceeded anticipated funding targets by an impressive 20%, showcasing the ability to not only meet but surpass established goals.