

UI Design Portfolio

Charles Jin / UI & UX Designer



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ABOUT ME

With a great passion for human-computer-interaction, I have developed design skills through sufficient design work, including web design, UI design for both mobile and tablet devices. After working as a UI/UX designer, I believe that the inspiration derives from a large number of artistic work appreciation and contributes to creative thinking which makes the design work outstanding and unique.

I am aiming to deliver the best design with more than aesthetic aspects, but a thoughtful crafting interaction applying with a set of user experience principles.

Education

Master of Information Technology (Human-Computer Interaction)
Jul 2018 - Dec 2020, University of Melbourne

Bachelor of Environmental Engineering
Sep 2014 - Jul 2018, Tianjin University

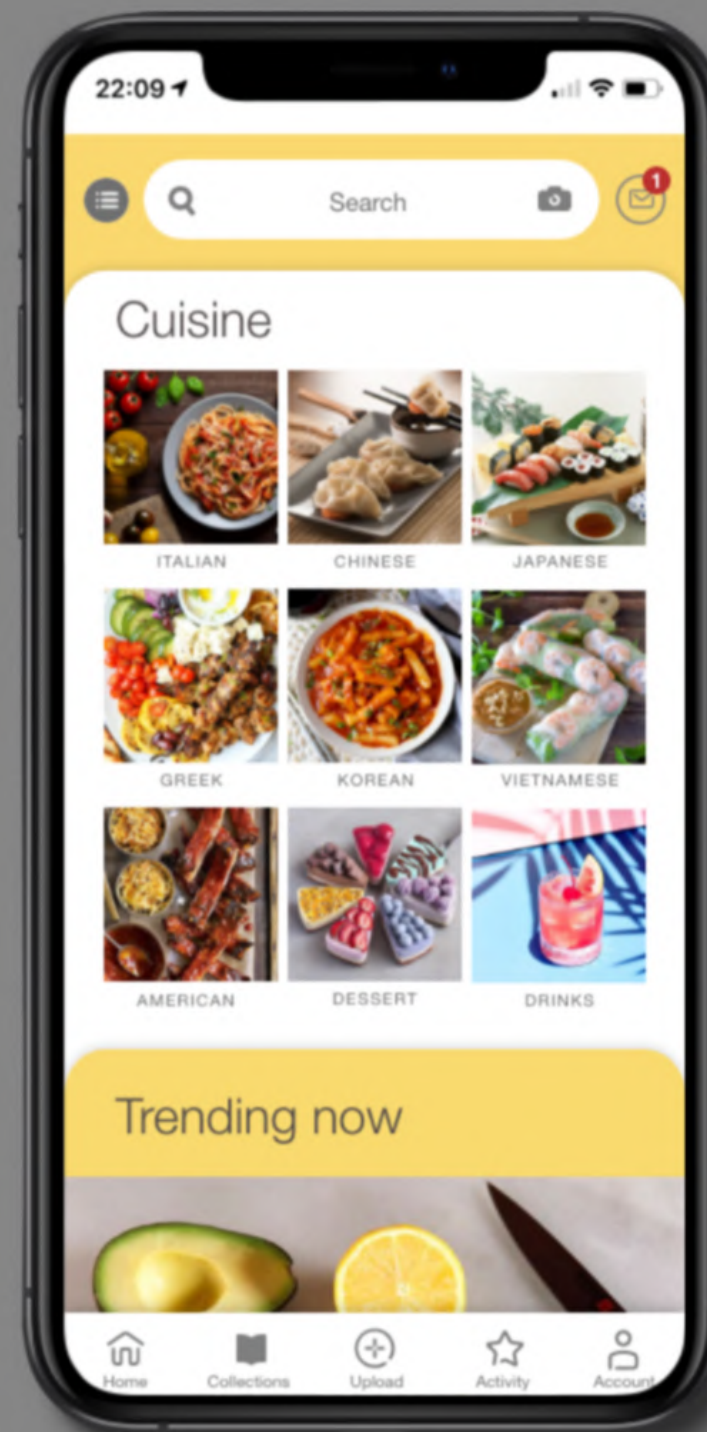
Experience

UI & UX Designer
Aug 2020 - present, AI Australia



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UI Design / Yummy iOS



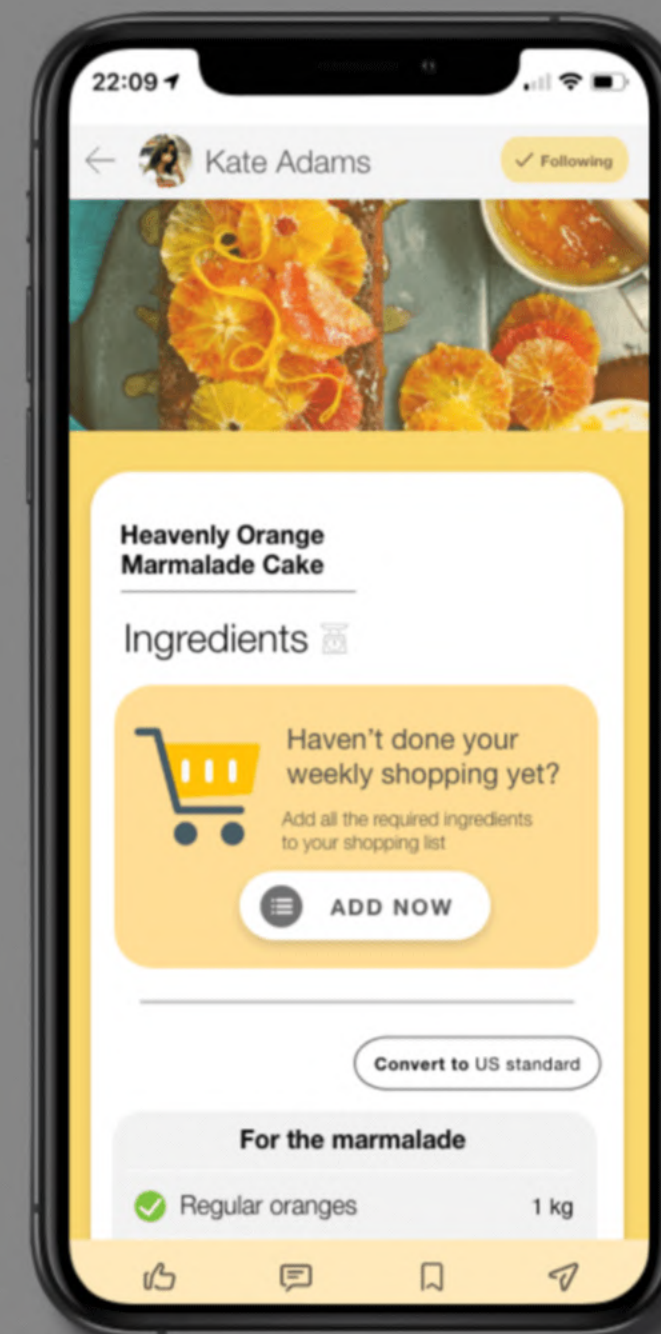
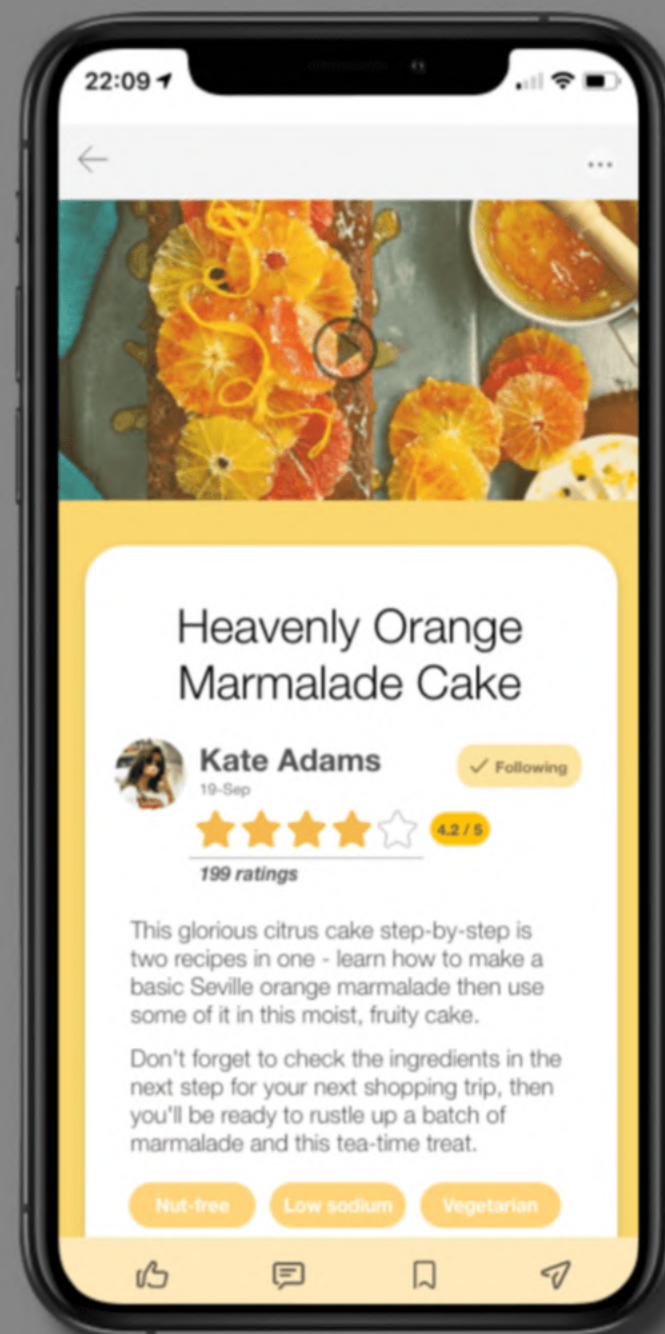
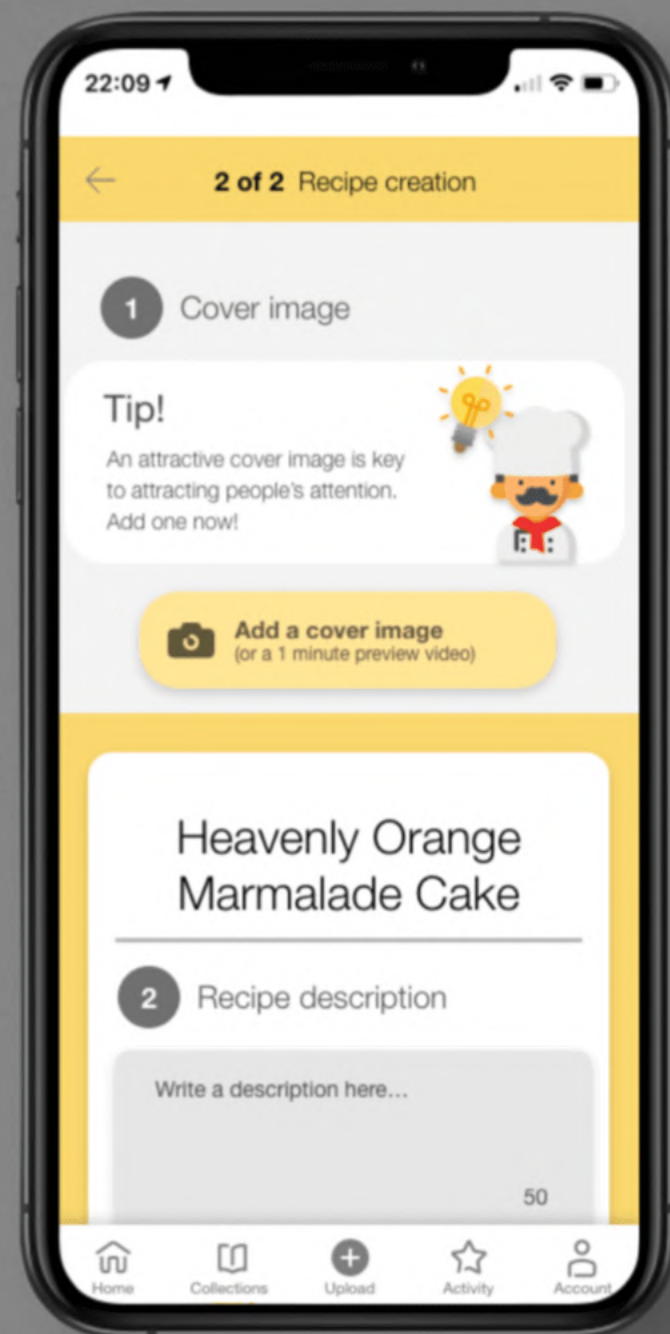
Design Description

Yummy is a mobile social application that combines recipe sharing features. Users can find their favourite recipes based on either cuisines or weekly trending topics. Another feature is that users can share their daily food posts to build up social networking through interacting and chatting. The design was completed through Adobe XD.

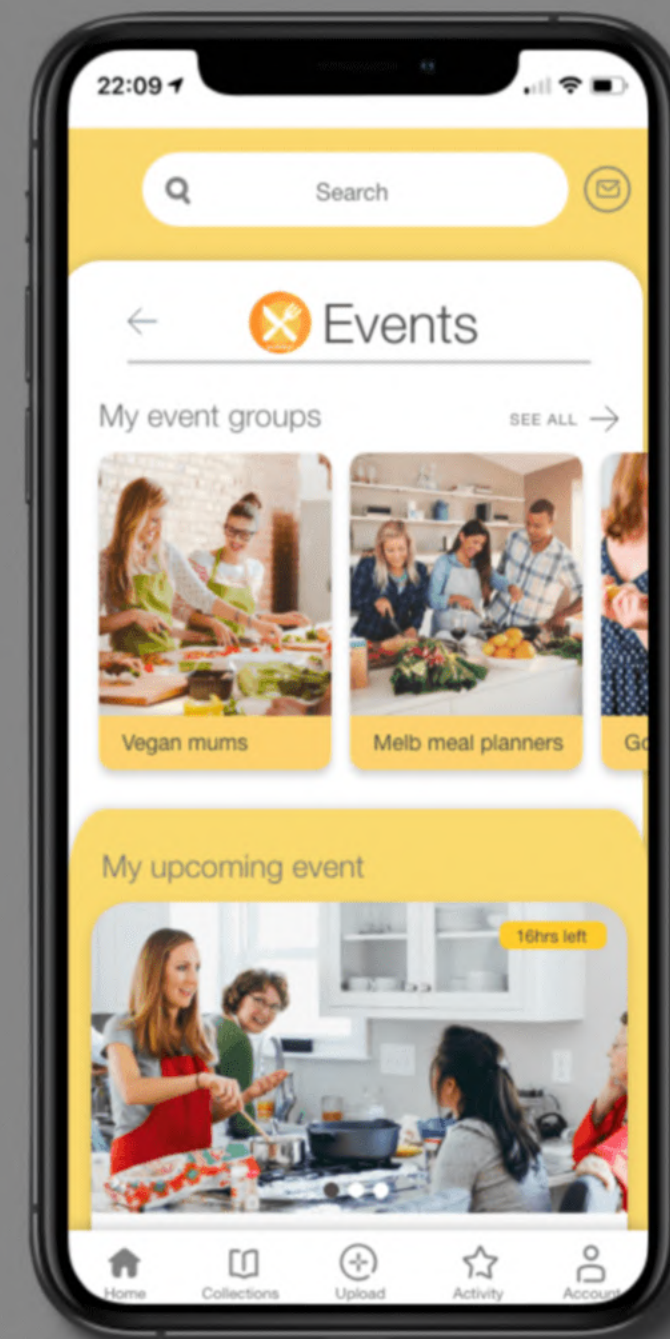
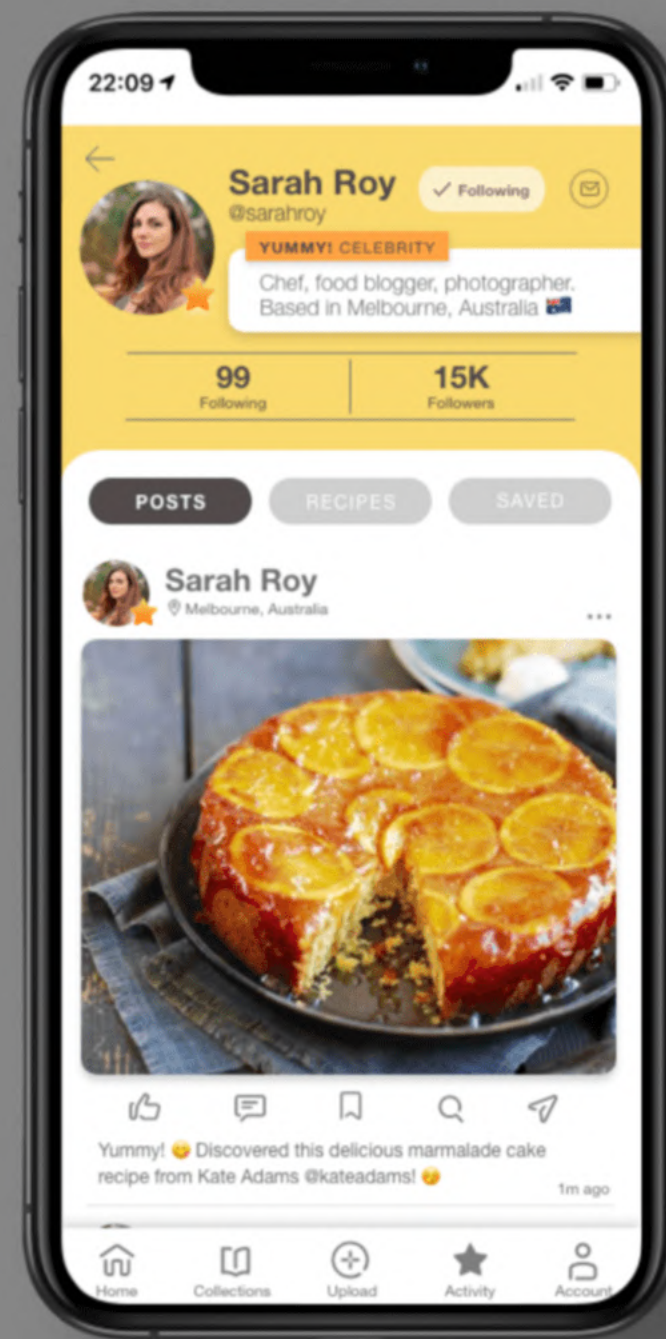
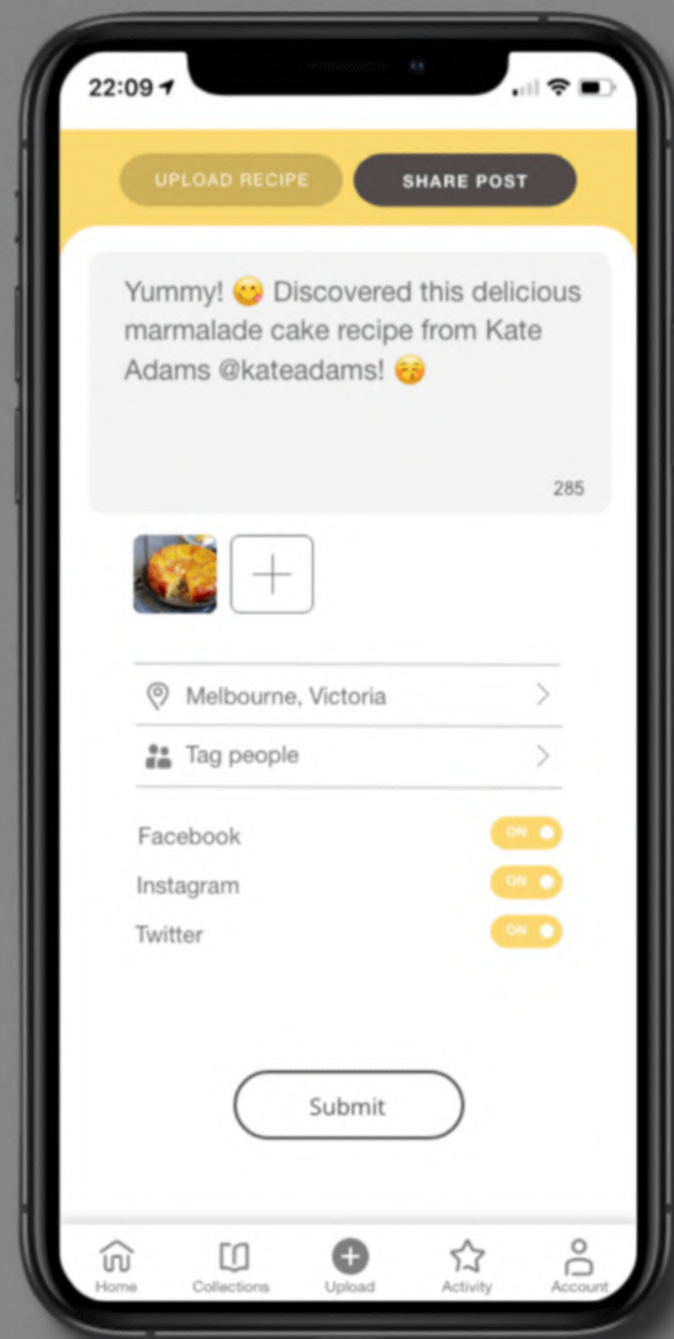
Roles and Activities

UI Designer: Create low-fidelity sketches and high-fidelity mock-ups. Search and collect design materials including icons, navigation bar, pictures. Design user interfaces including home pages, recipe sharing pages, posting pages as well as corresponding animations of transitions of operations considering functionality and aesthetic part. Standardize the font style and size for all pages within the app to ensure the consistency of the design.

Video link: <https://youtu.be/3wSmzRPV0Xo>



Uploading and viewing recipes are main features in *Yummy*.



To add social features, users can share posts and interact with other users, and attend offline events.

UI Design / Project Management



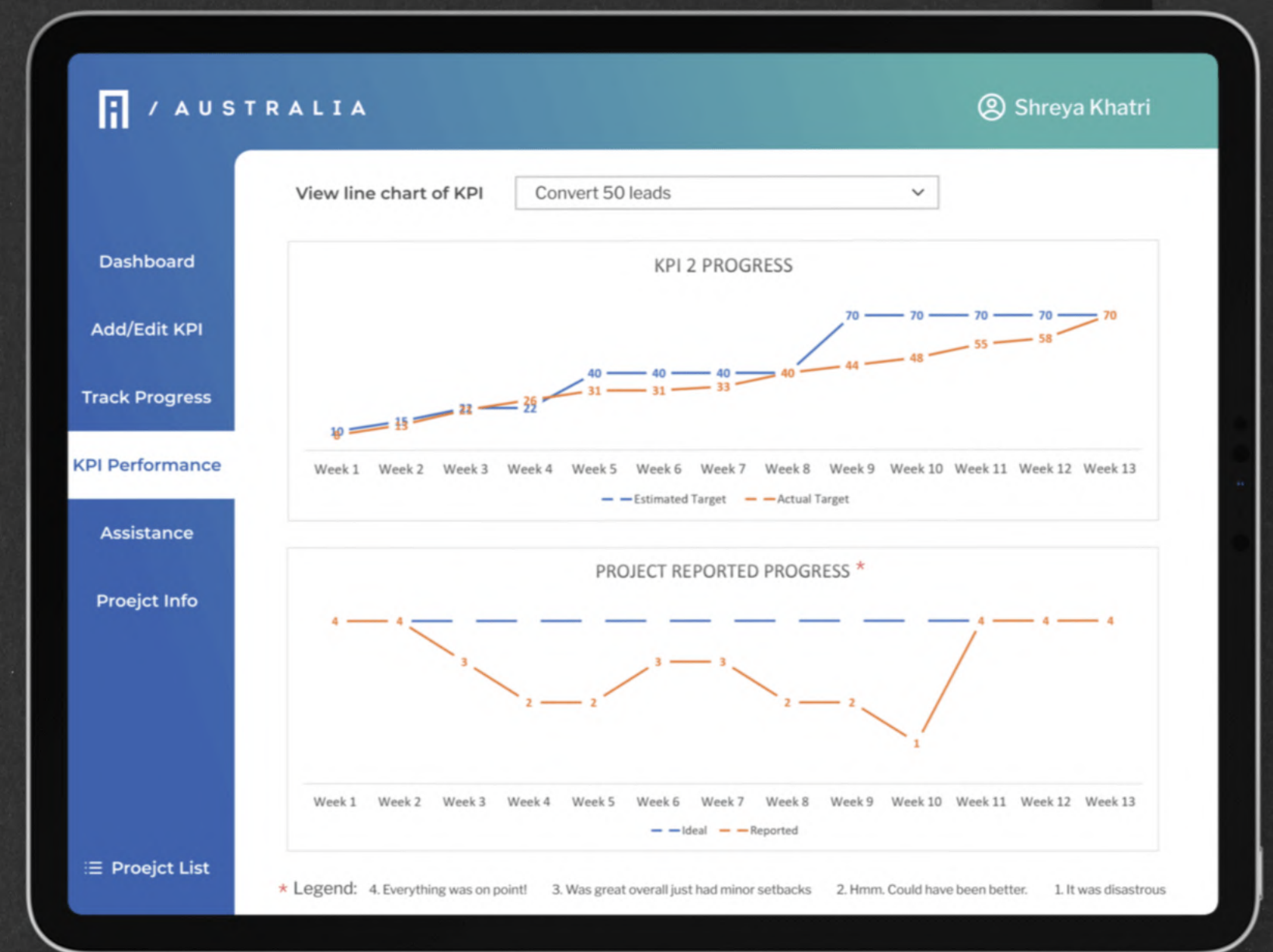
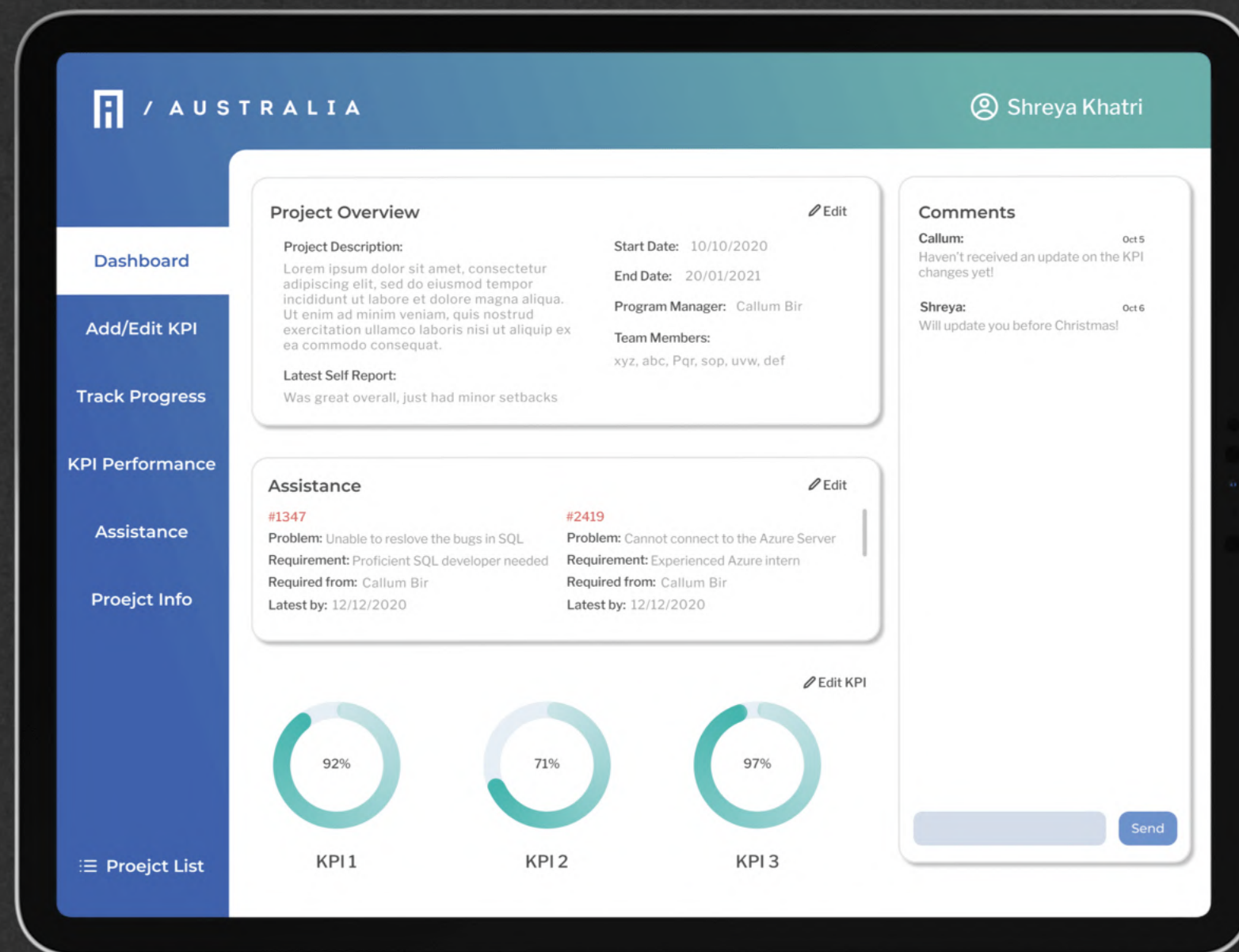
Design Description

Project Management is a tablet-based application, which aims to help project managers in AI Australia to manage multiple projects efficiently. Managers can view details of projects, set KPI and track the progress. The set of interfaces were designed on Figma.

Roles and Activities

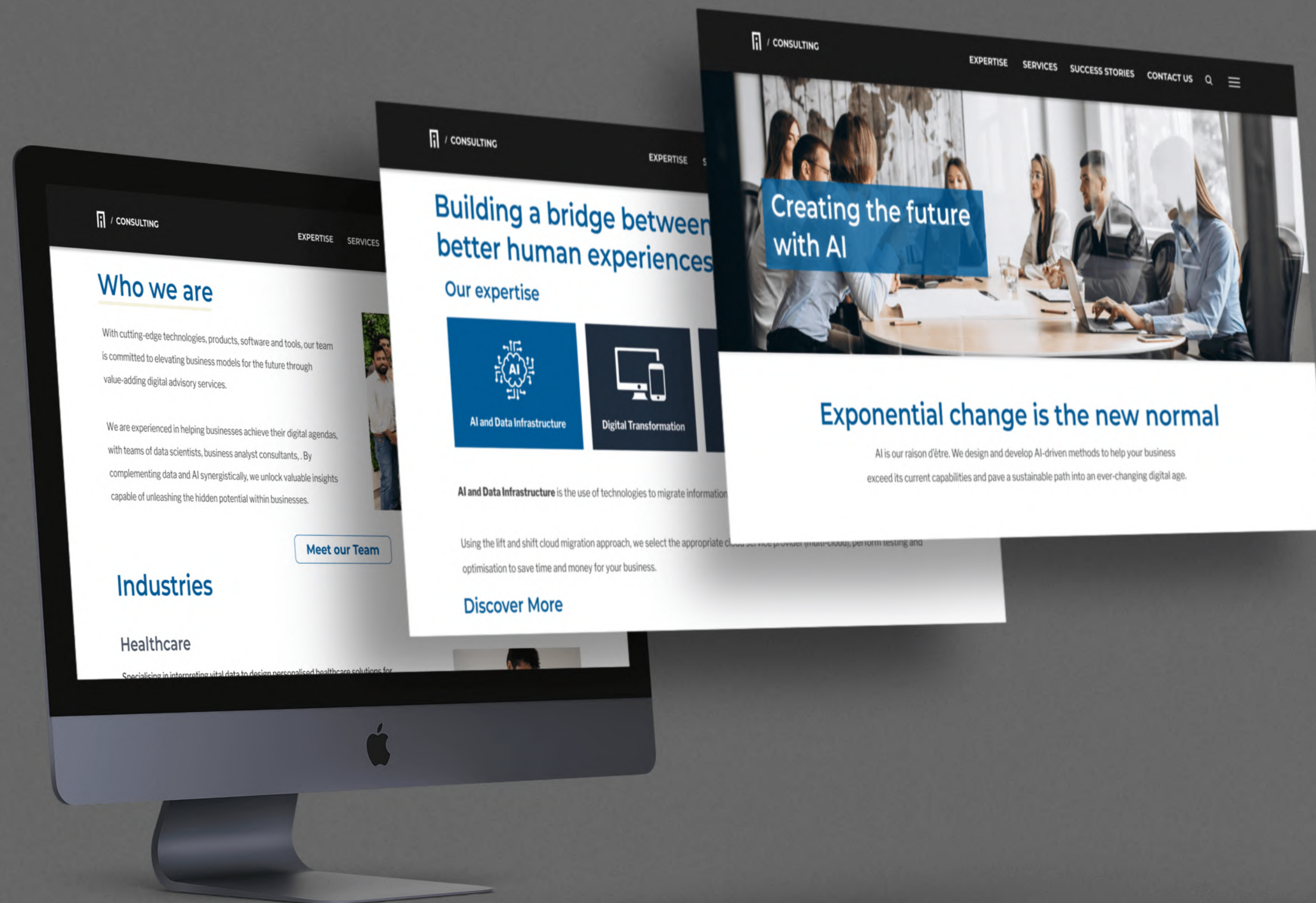
UI Designer: Determine and integrate the complete user flow with the team. Create wireframe and consistent design style including font, colour theme, icons, the logo of the company. Transform wireframe into high-fidelity mockups by applying a design guide and adding prototype connections. Update changes based on the feedback from user testing.

This design is within NDAs of AI Australia. To retain confidentiality, please do not share it with anyone else.



Project manager can view the details of project from dashboard and track the progress.

Web Design / AI Consulting



Design Description

The official website of **AI Consulting** consists of the main page, expertise page, case study, team page, blog page, and contact information.

Roles and Activities

UI Designer: Determine the design style guide with the design team including the colour theme, font style, icons, logos, space and layout.

Participate in the design of the expertise section on the main page. Create the wireframe and low-fidelity prototype of the case study page, team page, expertise page and transform to a high-fidelity prototype.

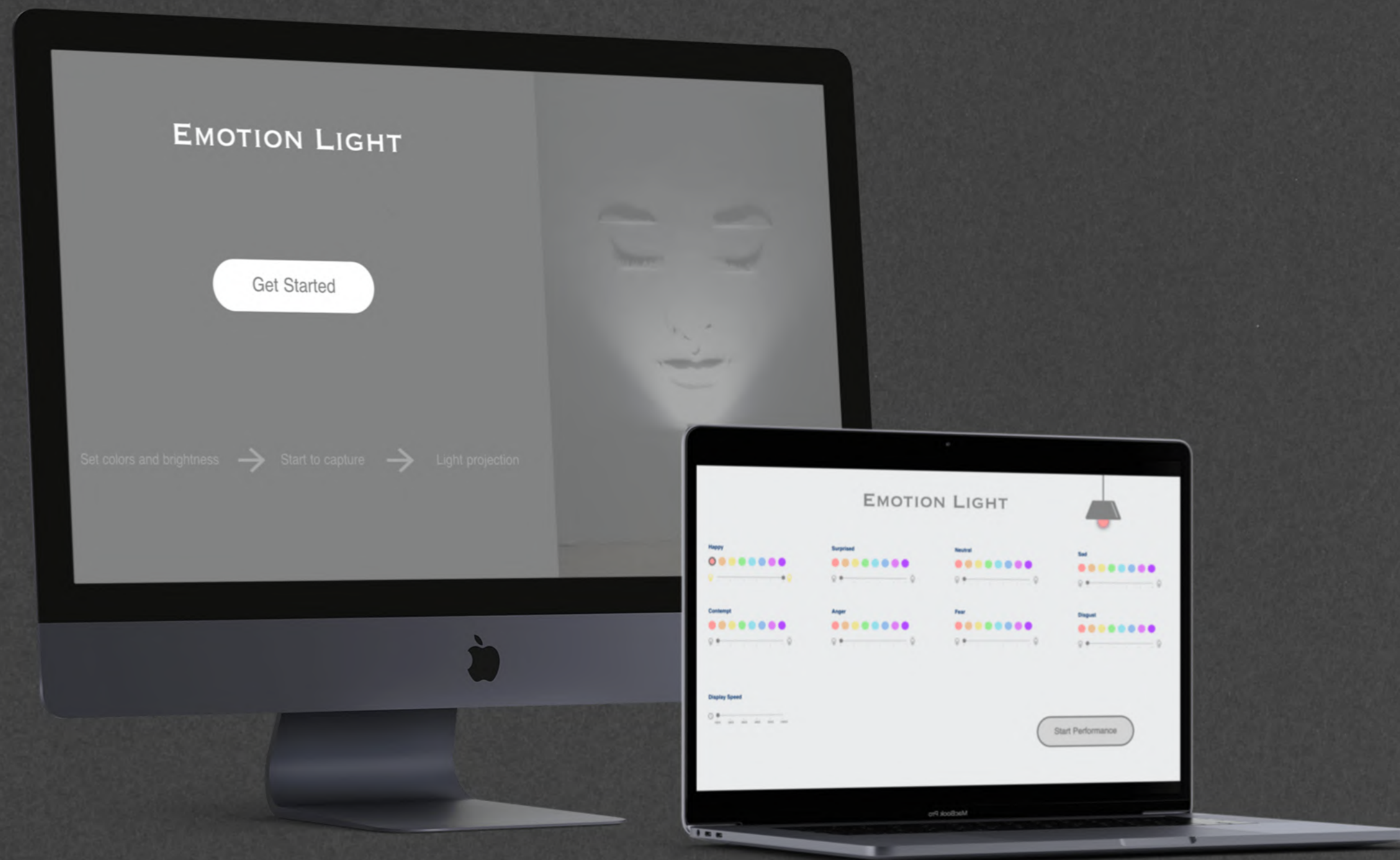
UX Researcher: Prepare the pre-study material including participants screening, consent form, and interview script. Conduct post-study interviews and summarise testing results.

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From left to right: Team page, Blog page, Expertise page

Software Design / Emotion Light



Design Description

Emotion Light is software that can be implemented in the art performance to assist artists in combining their emotions with an impromptu performance in real-time. The system consists of a control interface based on facial emotion recognition through Microsoft Azure, a graphical user interface (GUI) for mapping configuration through Qt Designer, and output using Arduino and RGB LED light strip.

Roles and Activities

UI Designer: Propose the flow of user interactions. Create low-fidelity sketches and high-fidelity mock-ups on Adobe XD.

Software Developer: Build up GUI through Qt Designer in Python, including home page, colour mapping page, and real-time camera page. Connect the specific functions with buttons such as transitions between pages, colour mapping for emotions, brightness for each colour, triggering facial expression capture, etc.

Video link: <https://youtu.be/KIMvJKLBZRc>

Thank you

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