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Currently enrolled as a student in UX Design and Research track, I enjoy the problem-solving process and communicating with people, which is the reason that I started my UX career. In the past, I interned as a UXUI designer, published HCI research, and worked as a part-time graphic designer for 3 years. My specification is in user research and website design that can build brand awareness and trust. It is my hope to create more humanized interactions that provide benefits to both the company and their customers. In my spare time, I'm a fan of fantasy stories and a watersport lover. Welcome to chat with me!

My Experience:

During my internship as a UXUI designer and my 5 UX projects on Mobile and Web, I am familiar with the problem-solving process through UX methods such as information architecture, wireframes, personas, etc. Having been working as a part-time graphic designer for more than 3 years, I am also confident to create interfaces with a sense of aesthetics. During my internship, my main tasks were designing E-Commerce and promotion websites for clients. Therefore, I have a basic understanding of common design patterns and practices, which can help me complete tasks more effectively. I believe I can make a difference as a UX designer to create value for both customers and the company.

With the publication of 2 HCI papers at top conferences, I enjoy studying user-experience principles and discovering insights from user research, including qualitative data from interviews and observation, and quantitative data from surveys and experiments. Those insights are often translated to systems with higher usability that create a seamless experience for users.

Resume

Click to look at my resume.   
  
During my internship at AdBees Digital as a UXUI designer, my main tasks were providing UX design solutions to clients across domains and industries. Therefore, I am familiar with communicating requirements and presenting the rationale of the work to stakeholders from different backgrounds, such as retail, tech, education, and the public sector. At the same time, I work closely with the research, engineering, and business team during internships and projects, acting as the bridge between users, clients, and the company that ensures the largest satisfaction of all parties. I’m now actively seeking internship opportunities. Therefore, if you think I’m a good match to your team, please feel free to contact me.

I always have a keen interest in emerging technologies across platforms and from digital to physical. Evidence is in my UX projects and research on the topics of Augmented Reality, projection, foldable phones, etc. I’m also a fan of animation and video games that have watched and played many masterpieces such as Final Fantasy and Persona. Therefore, nothing will motivate me more than the possibility to combine work and hobbies. Looking forward to future cooperation with you! I would be delighted to learn more about the internship and have an interview with you. Please feel free to contact me. Thank you and hope to hear from you soon.

Gallery

Project1: An AR headband for patients with bidirectional BCI implants With the development of Brain-Computer Interface (BCI) in the medical field, invasive BCI is going to be a common treatment for a million people in treating serious emotion/motor function diseases. However, the mental care needs of patients after the implantation surgery are neglected and become the main reason hindering their social adjustment. After user research, I found that “uncontrollable anxiety” and “life difficulties” are two major pain points of patients. Therefore, I designed a headband with Augmented Reality(AR) that ease life difficulties such as crashing and charging. Patients will be reminded to take soothing activities in AR if a high anxiety level is detected.  
  
Result  
  
1. User testing showed a general acceptance and positive attitude from the users.  
  
2. 89% of participants' GSR signals demonstrate a decreasing trend, indicating the effect of the therapy in reducing anxiety.  
  
3. 78% of the participants have a lower score on the State-Trait Anxiety Inventory after the therapy, which indicates a lower anxiety level.

Overview and result: Muky is an online Pre-school Music Education (PME) platform that guides domestic piano practice for children and parents. By using projection on keyboard and AI sound recognition, parents can help their children practice better at home. The project participated in HK Tech 300 Incubation project and was highly regarded by the judges; It was examined by professionals in the field of music education and received positive feedback; Users that were invited in the tests commented that the system meets their needs and is the proper way to solve their problems. Methods adopted: Qualitative & quantitative user research; User testing; Market & competitor analysis; UI animation; Literature review; Persona;

Snorkeling (British and Commonwealth English spelling: snorkelling) is the practice of swimming on or through a body of water while equipped with a diving mask, a shaped breathing tube called a snorkel, and usually swimfins. In cooler waters, a wetsuit may also be worn. Use of this equipment allows the snorkeler to observe underwater attractions for extended periods with relatively little effort and to breathe while face-down at the surface. Snorkeling is possible in almost any body of water, but snorkelers are more likely to be found in locations where the water is warm, waves are small and there is something particularly interesting to see near the surface such as a reef or a shipwreck.

Snorkeling is a very popular recreational activity, particularly at tropical resort locations. It provides the great opportunity to observe underwater life, plants and animals in a natural setting without the complicated equipment and training required for scuba diving. It appeals to all ages because of how little effort is involved and is the basis of the two surface disciplines of the underwater sport of finswimming. Snorkeling is also used by scuba divers when on the surface of water, in underwater sports such as underwater hockey and underwater rugby, and as part of water-based searches conducted by search and rescue teams.