

# Yang (David) Li

## Contact

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## Skills

### Design

Adobe Illustrator,  
Adobe Photoshop,  
Adobe InDesign,  
InVision  
Sketch  
Figma,  
Balsamiq

### Technical

HTML, CSS, JavaScript,  
React.js, Java, C++, C  
Python, Git, SQL

### Process

Agile, User Research,  
Prototyping, Specs,  
Content Strategy

## Education

### University of Toronto

Master in User Experience Design,  
Co-op, 2018 – 2020  
Toronto, ON, Canada

### University of Waterloo

Bachelor of Computer Science, -  
Co-op, 2012 – 2017  
Waterloo, ON, Canada

## Work Experience

### Big Switch Networks UX Design/Engineer Intern

Santa Clara, CA | May. 2019 – Aug. 2019

- Design and prototype interfaces for the evolving network monitoring software backend with tools like Sketch and Photoshop; apply iterative lean UX methodology to constantly improve the design
- Implement the prototype using react.js and other modern frameworks to achieve high performance and maintainability

### Electronic Arts Software Developer Intern

Burnaby, BC | Jan. 2017 – Apr. 2017

- Worked on the backend of a micro-transaction service platform for all games across the company; thoroughly learned and proficiently utilized Spring platform and REST API to power the backend
- Combining technical expertise with analytic ability, took initiative to provide a recommendation for code health monitoring tool with a formal presentation; the software was selected by the company and remains an essential tool
- Collaborated cross-functionally with international teams in Europe and the US to conduct testing and system integration; fully understood and used Agile Software Development Life Cycle

### MappedIn UI Developer Intern

Waterloo, ON | May 2016 – Aug. 2016

- Worked on the frontend of the Content Management System (CMS) using react.js with direct input from internal users of the tool; received 100% positive feedback from the project manager of the user team
- With efficient work style, exceeded work targets and pushed 10 small improvements and 3 major improvements to the company site
- Assumed end-to-end responsibility in a product management function; participated in requirements gathering, testing, implementation and post-launch optimization

## Project Experience

### Group4Me Business New Venture UX Project

Keywords: Storytelling, Presentations, Competitive Analysis, User Interview, Persona, Empathy Map, Ideation, Prioritization, Sketching, Wireframing, Prototyping, Usability Testing

### Centre for Community Partnership Website Redesign

Keywords: Stakeholder Cooperation, Usability Testing, User Interview, Storytelling, Wireframing, Prototyping, Card Sorting, Information Architecture