Phyu Thandar Khin @ Elena

CONTACT

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📍 Thailand

LANGUAGE

Myanmar

English

French

SOFT SKILLS

Presentation

Problem Solving

Organization

Communication

Client relationship management

Teamwork

Project Management

UIUX DESIGNER

I am Elena, a passionate UI/UX Designer skilled in crafting captivating digital experiences blending aesthetics and functionality. With a user-centric approach, I create intuitive interfaces by analyzing user behaviors.

WORK EXPERIENCE

2016-2018

Myanmar Jade Crown Car Sales Center - Myanmar

Employed as a sales person at car showroom. Understading customers' needs and wants.Responsible in showcasing vehicle features and benefits. Maintaining a thorough understanding of product knowledge

2019-2021

Hyundai Myanmar Jade Crown - Myanmar

Oragnizing roadshows every three months, managing social media profiles, handling customers' issues and management issues.

EDUCATION

2006 - 2016

Practising High School, Yangon Institute of Education - Myanmar

2017 - 2020

Strategy First University - Myanmar

- NCC Level 3 diploma in business
- Certificate in understanding Business Organisations

TECHNICAL SKILLS

Wireframing

Figma

Python

Surveying

Sketch

Prioritization

QUALIFICATIONS

Institut français de Birmanie

- French language level A1 course (2018)
- French language level A1.1. course (2019)

IELTS

Band 6.5

EDUCATION

2008 - 2013

ILBC - Myanmar

English ProficiencyCourse (KG to Upper Intermediate

2022 -Present

Assumption University of Thailand - Thailand

bachelor of Information Technology

PROJECTS

FOO'DO FOOD RECIPE APP

- Brainstorming with Team members
- Create the wireframes and prototypes using Figma

LUNAR LINK PERIOD TRACKING APP

- Work the project as a Team leader while brainstorming and managing the team
- Create the period tracking app with new features that include searching for nearby hospitals and doctors
- Create wireframes and contributed in creating the final prototype with team members
- Do the proposal pitching and final presentation for the project

BANANA ENGLISH LEARNING APP

- Create the design as a term project during UI UX Class as the team leader
- Interviewing the real users, surveying them
- Create user persona, Affinity mapping, and user journey for the project
- Create Low Fidelity profile, high fidelity profile and final prototype
- Do User Testing and Do some improvement after the testing
- Do final presentation