

# felicity ng



User Experience, User Interface, and Graphic Designer  
designer eye with coder brain, aka unicorn



www.felicity.dev



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FelicityPictures

## Education

### Bachelor's in Computer Science

Graduating May 2020

New York University

Minor in Integrated Digital Media

Minor in Game Engineering

GPA 3.67 (Dean's List)

### Regent's Honors High School Diploma

September 2012 - June 2016

Stuyvesant High School

## Experience

### Student UX/UI Designer

October 2017 - Present

NYU IT OTSS | Manhattan, NY

- Established design baselines for capital projects management systems
- Ensured designs complied with WCAG AA standards
- Conducted user research to ensure client and end-user satisfaction
- Digitalized manual paper-based bookkeeping system into iPad application for NYU mailrooms
- Presented to stakeholders and end users to ensure smooth integration of new systems
- Founded an annual citywide outreach event to bring design and technology to underprivileged students

### Marketing Manager

September 2019 - Present

OSIRIS Lab @ NYU Tandon | Brooklyn, NY

- Modernized the organization's branding and solidified brand guidelines
- Ensured effective communication between the lab, the school community, and the cybersecurity community

### Intern Visual Designer

May 2017 - August 2017

Miss Caipi | Manhattan, NY

- Managed promotion of services and social media presence
- Designed UX/UI for website
- Photographer for company's fashion assets and prepared photos for company blog

### PC Technician

August 2016 - October 2017

NYU College of Nursing | Manhattan, NY

- Did fieldwork with end-users to gain insight into the user experience

## Tools

Figma, Sketch, Axure, Framer X

Adobe Illustrator, Adobe Photoshop, Affinity

Autodesk Maya

## Programming

OpenGL, Game Maker Studio 2, Processing

HTML, CSS, React

C++, Python, Java