



EDUCATION

University of California Irvine, Irvine, CA

June 2019

B.S. in Informatics (Human-Computer Interaction)

GPA: 3.8 (Major)



WORK EXPERIENCE

UI/UX Designer UCI Student Center& Event Services

Aug 2018 – Sept 2019

- Collaborated on an award-winning team with executive sponsors, key stakeholders, managements, designers, developers, and marketers on internal websites and customer- facing applications
- Mentored new UI/UX designers to provide support and feedback
- Established UI/UX roles within the department and utilized a systematic design process that ensures a high- level of success for each project delivered
- Designed and researched 3 apps including an award-winning web application



PROJECTS

Level Up Program

- Designed and researched the web-based application with over 200 users
- Built a whole user interface from scratch using the Sketch application
- Conducted user interviews and user observations to understand users' needs

Website UX Research and UI Redesign (Art Supply Warehouse)

- Collaborated with 5 classmates to improve the UI/UX experience of a website
- Conducted 4 UX researches, surveys, interviews, cognitive walkthroughs, and usability testings to evaluate problems of the website
- Created hand sketch, wireframe and storyboard for user interface research
- Used Sketch software to create a high-fidelity mock-ups of the redesign website

Eventive

- Interviewed event planner to gather the workflow of current system
- Performed Scrum meeting with programmers and stakeholders to highlight quick decision-making
- Created both mobile and website mock-ups



Awards

- 2019 CASE Circle of Excellence Award (Level Up Program)



Skills

Design

User personas
Storyboards
Wireframes
Prototypes
Web & Mobile Design
User Flow

Technical skills

Java
C++
HTML/CSS

Tools

Adobe Photoshop
Adobe XD
Sketch
inVision

Research

User Interviews
Usability Testing
Statistical Analysis
Customer Surveys