

EDUCATION

University of California Irvine, Irvine, CA

June 2019

B.S. in Informatics GPA: 3.7 (Major)
Specialization in Human-Computer Interaction

WORK EXPERIENCE

Irvine, CA

UI/UX Designer

August 2018 – Present

- Work side-by-side with users and stakeholders to create an in-house system website called Eventive.
- Collaborate closely with programming, designing and marketing teams in the user-centered design process.
- Create high-fidelity mock-ups with Sketch to hand off to the programmers.
- Talked with stakeholders to learn business requirements.
- Conducted interviews with end-users to discover usability issues.

PROJECTS

Eventive

- A fully automated online intake form that allows students, faculties, staffs and other guests the ability to submit event requests in a consistent, trackable manner.
- Build a whole user interface from scratch using the Sketch application.
- Interview the event planner to gather the workflow of the current system.
- Perform Scrum meeting with the programmers and the stakeholders.

IEEE GameSIG

- Redesigned the website with a more modern, dynamic and inviting look.
- Worked directly with client to established project scope, interaction guidelines, and seeked approval on high-fidelity mock-ups created with Sketch.
- Created the ready to deploy website with HTML, CSS and JavaScript.

UI/UX Research and Redesign Documentation

- Researched and redesigned a website to improve the UI/UX experience for the users.
- Gathered data with surveys, interviews, cognitive walkthroughs, and usability testings.
- Created hand sketch, wireframe and storyboard for user interface research.
- Used Sketch software to create a high-fidelity mock-ups of the redesign website.

Systems Requirements Specification

- Established the foundation for an agreement between the contractors and the client.
- Used an agile development approach to determine and specify what a proposed software system should do, why and for whom the system is needed.
- Created onion stakeholder model, goal model diagram, use case model and class diagram model.

Tools

Adobe Photoshop
Sketch
inVision

Technical skills

Java
C++
HTML/CSS

Design

Persona
Storyboarding
Wireframing
Prototyping

Research

Interview
Usability testing
Statistical analysis
Survey