



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, management, designers, developers, and marketers on internal websites and customer- facing applications
- Aided management in designing a rapid application development using Agile principles and Scrum methods
- Created UI/UX roles and helped team develop a design process to include research, low and high fidelity mockups, usability testing, and research
- 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 the users' needs

Website UX Research and UI Redesign (Art Supply Warehouse)

- Researched and redesigned a website to improve the UI/UX experience for the users
- Conducted 4 UX researches, surveys, interviews, cognitive walkthroughs, and usability testings to evaluate the 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 the event planner to gather the workflow of the current system
- Performed Scrum meeting with the programmers and the stakeholders to highlight quick decision-making
- Designed both the 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
Sketch
inVision

Research

User Interviews
Usability Testing
Statistical Analysis
Customer Surveys