Jeremy Lan

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Kabam / UI UX Designer (Web)

JAN 2020 - PRESENT

Lead the design and development of web interface to used to run and maintain the company's porfolio of games. Created an internal design system for tools.

Perform user interviews & usability testing and to understand user goals/workflows and iterate on design.

Worked closely with COO and senior management to align user goals with business goals.

Held workshops with cross-disciplinary team members to facilitate collaboration.

Design and developed several tools & plugins to speed up design process and Handoff.

Advocate for user centered methodologies through workshops such as problem framing, User Journey mapping and storyboarding.

Emerald City Games / UI UX Designer

JUN 2019 - JAN 2020

Conceptualized UX designs from low fidelity user flow/wireframes to high fidelity prototypes.

Work with Art director to create UI art style and make sure the style is consistent with Art direction. Created moodboards an test to guide UI art style.

Created motion graphics for game menus.

Mylo Financial Technologies / Product designer

JUL 2018 - AUG 2019

Lead the Mylo app revamp for ideation to launch within Agile team.

Working on monetization and premium features. 2x increase in Month to Month Revenue.

Lead workshops with executives to define product roadmap and Implemented Design Thinking workplace

Crafted multi-platform design system to create consistent UX accross iOS & Android and speed up development.

Shopify / Product Designer Intern

SEP 2017 - DEC 2017

Wireframed and prototyped new features and components for Polaris design system from end to end.

Held bi-weekly meetings with stakeholders across e.g: PMs, designers, content strategists, researchers and engineers across multiple teams, ensuring deliverables of projects are met in time.

Education

Unversity of Waterloo / B.ASc

SEP 2014 - APR 2019

University of Waterloo
B.ASc Engineering, Honours Co-op, Congnitive ergonimics

Extra curricullar

Blueprint / Designer

JAN 2018 - SEPT 2018

UW EngPlay / Art Director

JAN 2019 - May 2019

Skills

Design: UI/UX • Product design • Mobile app design • Web design • Sketch & Figma • Illustration with Illustrator & Photoshop • Abstract • Motion design with AfterEffect • Iconography • Unity 3D/2D

Prototyping: Invision • Wireframes & Mockups • Framer • Principle • Zeplin • Interactive prototype with HTML/CSS/JS • Framework, Angular, Ionic, C#

Collaboration: Self starter • Organised workshop • Faciliate design critique • Communicator • Design Version control with Abstract • Keynote