CHIA JUNE HAU

UI/UX Designer

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Nationality: Malaysian (Singapore PR)

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https://junehau-design-portfolio.webflow.io/
https://junehau-design-portfolio/projects

Executive Summary

- Experience leading a start-up development team consisting of 3-5 members from diverse nationalities.
- Background in Web Design, the average approval rate of the first design proposal for 262 projects is as high as 80%.

Key Achievements:

- Successfully implemented digital transformation within the circle-breaker period, helping the client transform their business operation from physical transactions to online transactions.
- In charge of developing a fully customized CRM system for a Singapore religious organization and achieving revenue growth of 21%.
- Individual contributor UI & UX Designer in the development team collaborated and transformed business ideas into interaction prototypes to avoid roadblocks and save 43.6% in development time and costs.

Skills & Competencies

- Collaboration Tools: Microsoft 365, Adobe Creative Cloud, Jira, & Miro.
- Designing Tools: Figma, Balsamiq, Photoshop, Illustrator, Dreamweaver, & Premiere Pro.
- Knowledgeable in iOS, Android mobile interface design guidelines, and WCAG.
- Attention to detail and good aesthetic sensibilities.

Project Planning	Project Coordination	UX Research & Analysis	Team Collaboration
Design Thinking	Agile Methodology	Design System	Storyboarding
Responsive Web Design	Prototyping	HTML	CSS
Bootstrap	Human Interface Design	Material Design	Video Editing

Languages: Chinese, English, and Malay.

Course & Training

Project Management Professional (PMP)
 NTUC LearningHub Pte Ltd, Certificate of Completion

Professional Experience

UX/UI Designer

MindChamps PreSchool Singapore Pte Ltd | Singapore

Dec 2022 - May 2023

- Increased conversion rate by 32.6% by revamping marketing campaign landing page and optimizing the SEO keywords in 2 month period.
- Conduct secondary research, competitive audit & analysis on brand positioning for digital products, e.g. websites and mobile apps.
- Responsible for UX/UI Design of marketing event websites, by ensuring the overall look & feel consistent with brand identity and user-friendliness.
- Propose design solutions using data-driven to help stakeholders in decision-making.
- Drive design project and collaborate with product lead, creative director, and stakeholders to assist in conceptualizing using prototypes and explaining design solutions.
- Develop and maintain design project documentation, such as business objectives, design briefs, information architecture, and user flow diagrams, to streamline communication between designer and developer, and project tracking.

Senior UI & UX Designer

Adnavem Asia Pte Ltd | Singapore

Sep 2021 – Oct 2022

- Delivered 31 prioritized UX & UI solutions to B2B SaaS implementation team in 9 months period using heuristic evaluation.
- Develop pure ideas into interaction prototypes to avoid roadblocks and save development costs.
- Research and analyze existing product pain points.
- Iterate and simplify complex UI to improve user-friendliness.
- Develop and maintain Design System or User Interface Guideline.
- Execute agile software development and remote work.
- Effectively manage multiple design projects concurrently, optimizing resource allocation and meeting deadlines consistently.
- Serve as the sole design contributor on a team of 12 software engineers.

System Analyst cum Designer

Wiz Technologies (S) Pte Ltd | Singapore

Sep 2019 - Sep 2021

- Assist in recruiting and establishing a startup R&D department.
- In charge of developing Singapore's first Devotee Management System (fully customized CRM) for the Taoist temple and received customer satisfaction.
- Led the design and execution of visual branding materials, including creative direction, overall look & feel, and digital content, ensuring alignment with client requirements.
- Engage with clients to gather project requirements, then discuss the feasibility of projects, establish timelines, and deliver design solutions that meet client expectations.
- Analyze systems and draw new system flowchart to communicate with developers.
- Practicing agile development methods on the previous incomplete project.
- Led the Design Team and provide UX/UI design advice to ensure the products that meet customer's expectations.
- Keep abreast of design and development technology trends.
- Developed and maintained project documentation, such as design briefs and style guides, to streamline communication and project tracking.
- Collaborate with Marketing Executive, build up corporate brand awareness and increase the web traffic by 34%.

Senior Web Designer

ShareInvestor Pte Ltd | Singapore

Mar 2019 - Sep 2019

- Work collaboratively with department manager and assist on User Acceptance Testing (UAT) on the Malaysia largest stock market website, https://www.bursamalaysia.com/.
- Report UAT results to department manager for troubleshooting.
- Meet customers, collect project information, and then report to department manager and teammates.
- Design corporate websites, digital marketing banners and EDMs.

Senior Web Designer

Creative eWorld Pte Ltd | Singapore

Mar 2018 - Mar 2019

- In-charge various types of customized corporate website and online marketplace projects in UI and UX Design.
- Research, conceptualize, plan and execute UI & UX designs for a wide range of website/ mobile properties.
- Advise and mentor team members on technical issues and visual aesthetic.
- Work collaboratively with project manager, senior programmers, and junior designers.
- Mapped user journey using information architecture diagrams, user flows or interactive prototypes.

Web Designer

Creative eWorld Pte Ltd | Singapore

Oct 2012 - Feb 2018

- Develop wireframes, user flow, front-end web design and prototypes for mobile and web.
- Design UI & UX to make web flows, images, typography, banners and EDMs visual enhancements.
- Convert graphics to web and mobile prototypes by using HTML, CSS and jQuery.
- Handle various types of customized corporate website and online marketplace projects in UI Design.

Software Demonstrator (Lecturer's Assistant)

Universiti Malaysia Sarawak | Malaysia

Feb 2012 – Jun 2012

- Provided presentation throughout the beginner learning lessons.
- Demonstrate Adobe Photoshop and Illustrator software usages and functionality.
- Provided guidance and advice, and motivated students to complete their workshop projects.

Education

Bachelor Degree of Arts (with Honours) in Design Technology

2008 - 2012

- Majored in Animation Universiti Malaysia Sarawak.
- 2nd Upper Honours, CGPA: 3.59 / 4.00.
- 2012 Final Year Project Award Best Animated Video Game Concept.