Winsome Yuen

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💼 Work Experience

Spotify: Associate Web Engineer   London, UK | *September 23rd – present*

- Creating reusable TypeScript components for the premium product pages and documenting how to use them to support the digital content builders pushing out campaigns. Plus, supporting them on changes outside of the CMS required for new campaigns.
- Reviewing performance of our web pages by gathering metrics using lighthouse and looking at our Google Analytics Dashboards. In addition to receiving feedback from the experiments team to improve conversion.
- Moving legacy code to a new vertical as a company-wide effort to deprecate the symphony web monolith, which involves investigating with other teams the current architecture and proposing solutions, before implementation.

Web Developer Intern   London, UK | *June 10th – September 9th, 2019*

- Worked in R&D to implement new campaigns on the premium product page by creating reusable React components that are collaboratively worked on with other developers and product designers.
- Implementing improvements from the experiments team to the premium page to increase conversion rates

Kodama Ltd: Web Design Intern   London, UK | *July 23rd – October 7th, 2018*

- Redesigned the website for a new VR product; which consisted of detailed research on similar products currently on the market, outlining the requirements after mapping out the user journey with the founder, creating low fidelity prototypes on paper collaboratively with the team to then transform concepts into wire frames in Axure, and developing a custom WordPress template for the website.
- I developed my front-end development and UX design skills by going to masterclasses with the company to learn how to make independent, informed design decisions, whilst gaining and giving feedback to designers and developers to implement to the website, as a result viewing the website gave investors a better understanding of the product.

Given London: Creative Producer Intern   London, UK | *August 14th – September 7th, 2018*

- Worked as a team to create a social impact campaign in the form of a short film for O2's Go Think Big project and providing structured, organised materials for the brand agency to create info-graphics and build on their research.
- Extracted useful information from online resources to formulate questions for depth interviews with experts related to the project, that was developed into insights which was utilised in the brainstorm for the creative brief.
- Used my project management and creative development skills to create a manifesto, mood boards, reference materials to map out the films storyboard and shots, whilst following O2's guidelines, budget and timings.

🖼 Education

Queen Mary University: BSc Computer Science – Achieved 2:1   London, UK | *September 2016 – July 2019*
Udacity: Android Basics Course – Google Developer Scholarship - Passed   Online Course | *November 2017 – July 2018*
Course Outline: User Interface, User Input, Multi-Screen Apps, Networking (API) and Data Storage (NoSQL)

⚙ Technical Skills

Programming languages:
- Intermediate – Java, Python (Flask, Django), PHP (Symfony, Laravel), JavaScript (TypeScript, React)
- Advanced – HTML&CSS

Applications: WordPress, Blender, Axure, Jira, Affinity Designer, Marvel, Android SDK, DaVinci Resolve
Database Systems: MySQL, SQLPlus, SQLite   **GitHub -** https://github.com/WinsomeYuen

🏅 Interests & Achievements

- **Hackathons and Technology Events**: Stemettes Food Coding weekend, Intuit Small Business Hackathon, Bloomberg Masterclass (SEO), J.P. Morgan – Code for Good, #AcornHackADA held by Acorn Aspiration, Ada College and Google, Spotify Hack Week (2019, 2020)
- **Volunteering**: Code First: Girls Instructor (2018), Art Night (2018), Code Club (2017)
- **Hobbies**: I regularly go to museums and art galleries in my free time; I have been to 70+ exhibitions