Yi Qing Khoo UI UX Designer

PROFILE

Currently working towards an M.S. in Human-Computer Interaction and seeking to apply UI UX knowledge in industry after graduation in Dec 2023. My change to UIUX was inspired by struggles/frustrations when using websites and applications and wanted to make a change. During my time at UCSC, I have prototyped mobile and website designs and conducted user research through user testing and other methods.

PROJECTS

UCSC Capstone: AI Chatbot Assistant with NVIDIA

April 2023 – Ongoing

Working with Nvidia team and three other HCI students to create a more trustworthy AI chatbot through UX design and prompt engineering.
- Conducted mixed methods research (interviews, survey, and contextual inquiry) to understand user's expectations of chatbots as well as current pain points to guide UI UX design of chatbot
- Created wireframes and interactive prototypes of chatbot and conducted usability testing to gather feedback and iterate on designs

Research Project: Social Hero

Fall 2022 – Ongoing

This research project aims to look into designing online spaces to facilitate pro-socialization in adults.
- Conducted mixed methods research (survey, interview, and focus group) to better understand user group's perspective
- Preliminary results of the study were presented at a workshop in an A-Tier publication venue

USF Capstone: Work Scheduler Mobile Application with SF Dev Shop

Jan 2022 – May 2022

Worked with Jose Alvarado from SF Dev Shop and collaborated with three other Computer Science students to create a cross-platform work scheduler mobile application.
- Designed a more user-friendly system compared to our sponsor's existing system
- Conducted internal user testing for functionality as well as to test if the steps for completing tasks are easy to follow

WORK EXPERIENCE

H2 Games | Freelance Designer

August – September 2023

Designed material for H2 Games and Nanyang Polytechnic GameJam 2023 event.
- Created designs for event banners, shirts, and webpage
- Created individual pixel art elements as part of banner design
- Iterated on design based on feedback from other designers and stakeholders

CONTACT

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- khooyiqing

EDUCATION

University of San Francisco
B.S. in Computer Science
August 2019 – May 2022

University of California, Santa Cruz
M.S. in Human Computer Interaction
September 2022 – December 2023

SKILLS

Website Design
- HTML, CSS

Design Software
- Adobe Photoshop, Illustrator
- Figma

Languages
- English
- Mandarin Chinese
- Korean

Programming Languages
- Javascript
- Java
- C
- Python

WORK EXPERIENCE (CONTINUED)

SinceSpringDays | Owner/ Designer

2018 – present

SinceSpringDays is a small business that I started by myself to share my designs with others.

- Iterated merchandise design sketches and got customer feedback before creating a physical prototype
- Conducted surveys to understand customer wants, which impact production decisions
- Interacted with customers at small vendor events to better understand their point of view of my designs