Yi Qing Khoo UI UX Designer



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PROFILE

I am working towards an M.S. in Human-Computer Interaction, seeking to apply my knowledge of UI UX in the industry. I decided to change to UI/UX as I was inspired by my 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.

WORK EXPERIENCE

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

EDUCATION

· University of San Francisco

B.S. in Computer Science August 2019 - May 2022 GPA: 3.80, Magna Cum Laude

• University of California, Santa Cruz

M.S. in Human Computer Interaction September 2022 - December 2023

H2 Games | Freelance Designer

3 weeks (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

SKILLS

- Website Design
 - o HTML, CSS
- Design Software
 - Adobe Photoshop, Illustrator
 - Figma
- Languages
 - English
 - Mandarin Chinese

Programming Languages/ libraries/frameworks

- Javascript
 - React
 - Nextis
- Java
- 0 (
- Python

PROJECTS

Capstone: Work Scheduler Mobile Application

https://yiqingk.github.io/workscheduler.html

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. SF Dev Shop is a company that helps transform clients' businesses through strategy, development, and design.

- Created a more user-friendly work scheduling system compared to our sponsor's existing system
- Conducted internal user testing for functionality as well as to evaluate user-flow