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 in UI/UX design through an internship position. 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 interface designs, and conducted user research, and user testing.

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.

- 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

Class: Spotify Data Visuallization Website

https://yiqingk.github.io/music-data/

March 2022 - May 2022

A responsive website that successfully showcases D3.js charts like a bump, line, and others, displaying data from Spotify charts.

- Sketched different charts to identify which is the best way to showcase the data and that users can understand it easily
- Iterated through different versions through user testing with classmates where pain points were identified

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

SKILLS

- **Website Design**
  - HTML, CSS

- **Design Software**
  - Adobe Photoshop, Illustrator
  - Figma

- **Languages**
  - English
  - Mandarin Chinese
  - Korean

- **Programming Languages**
  - Javascript
  - Java
  - C
  - Python