

Adrienne Leung

PRODUCT DESIGNER

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EXPERIENCE

Ausenco

Full-stack Developer Intern • Jan 2023 – Aug 2023

Worked closely with the operations optimization team to lead the redesign of InSite, an internal calculation and simulation tool for engineers.

Redesigned the mass balance tool UI to improve user workflow, reducing overall clicks required to complete identical tasks by 50% compared to the previous design.

Reorganized and designed toolbars and navigation bars for better ease of navigation throughout the website, as well as improved information architecture.

UBC LFS & Forestry

Front-end Developer Intern • May 2022 – Dec 2022

Spearheaded the redesign of the Faculty of LFS' Learning Center website.

Conducted user research with faculty members and staff using card sorting and usability tests to determine shortcomings of the previous design.

Restructured the website's information architecture which increased page conversion rates compared to the old design.

Updated visual assets to match the faculty rebranding using Figma and Adobe Illustrator.

UBC Launch Pad

Tech Lead • May 2023 - Present

Leading a team of designers and developers to create Nom Appetit (a restaurant tracking and suggestion mobile app).

Collaborating with designers to conduct user research and improve proposed user flows and interface designs.

Leading workshops to teach club members about development and design best practices.

UI/UX Designer • Sept 2022 – April 2023

Worked as one of two lead designers on EpiLog (a mHealth epilepsy tracking mobile app).

Designed the landing, single journal entries, and entry logs pages; also contributed to the app's design system with modular components.

Led user research interviews with people with epilepsy to guide feature generation and conducted market research to identify pain points in other apps.

Organized, planned, and executed usability testing interviews to validate design decisions.

Worked with epilepsy specialists and doctors to further improve and expand upon existing features.

EDUCATION

University of British Columbia

Bachelor of Applied Science - Computer Engineering

Available for internships starting from May 2024 for 4 months

Expected graduation: May 2025

SKILLS

UI Design
UX Design
User research
Prototyping

Figma
Adobe CC
Photography
Videography

HTML
CSS
JavaScript
React

CERTIFICATES

Coursera

Google - Foundations of User Experience (UX) Design