

# UI/UX portfolio

PROJECTS AND OWN WORK

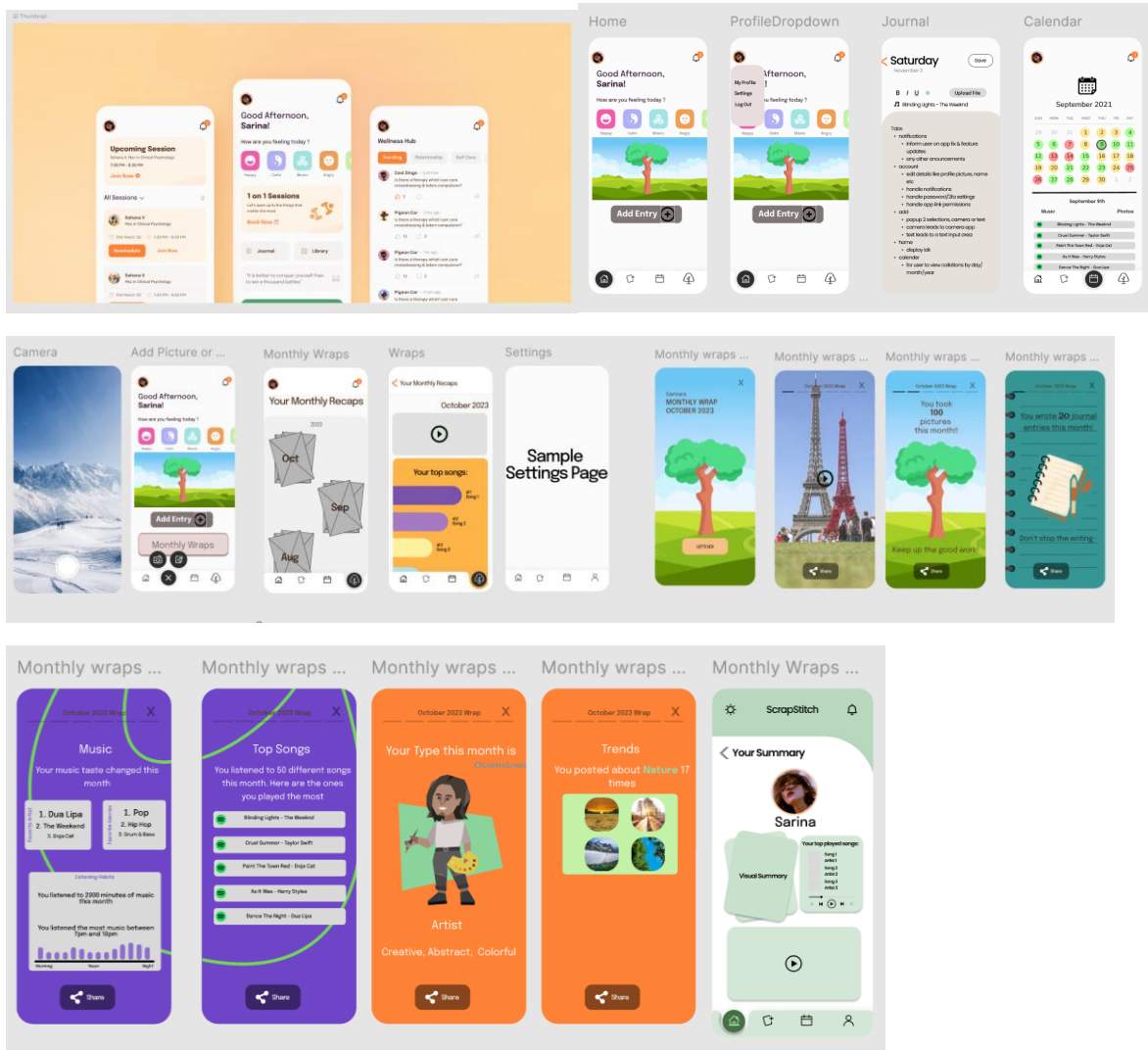
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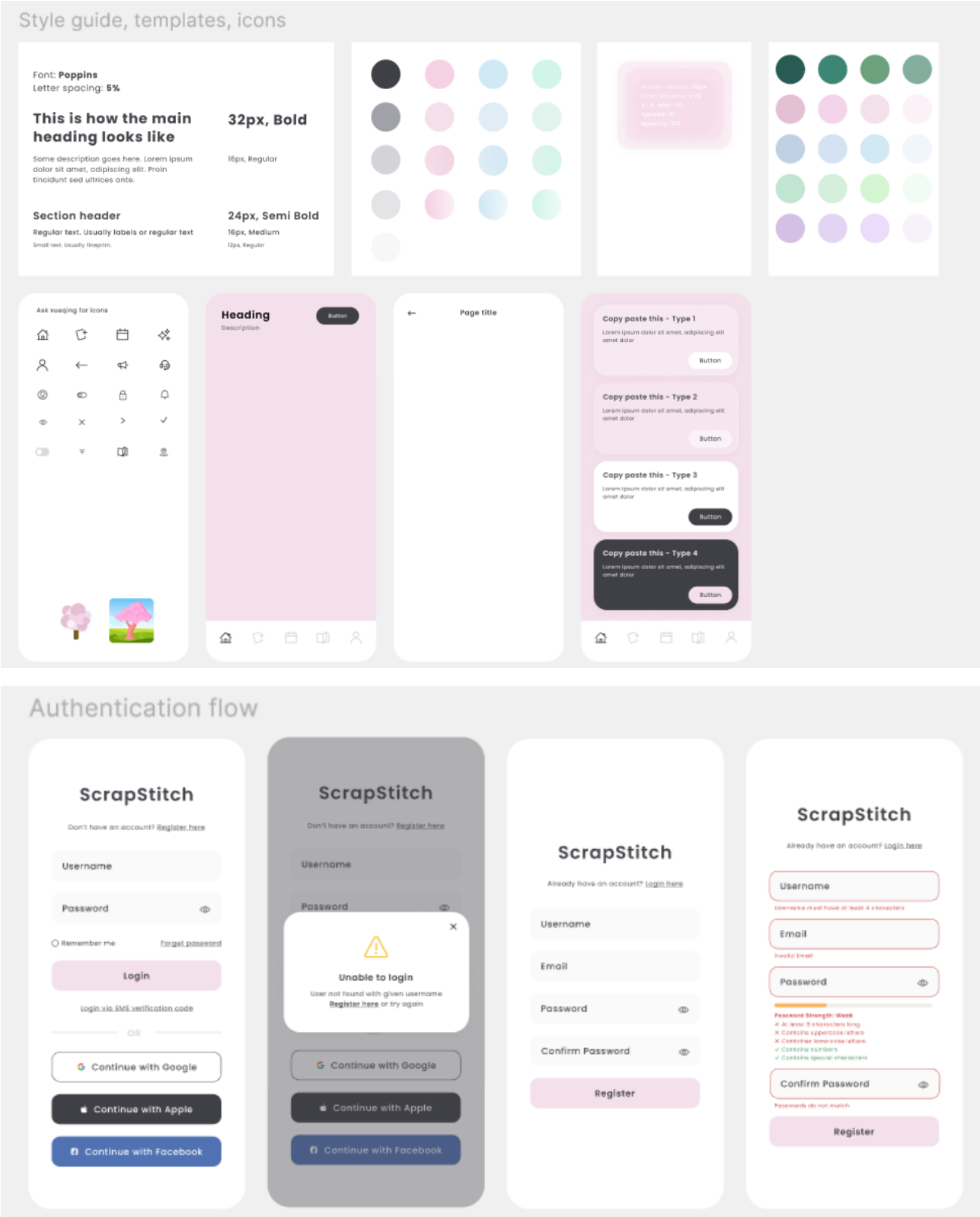
1. UI/UX course in Singapore University of Technology and Design
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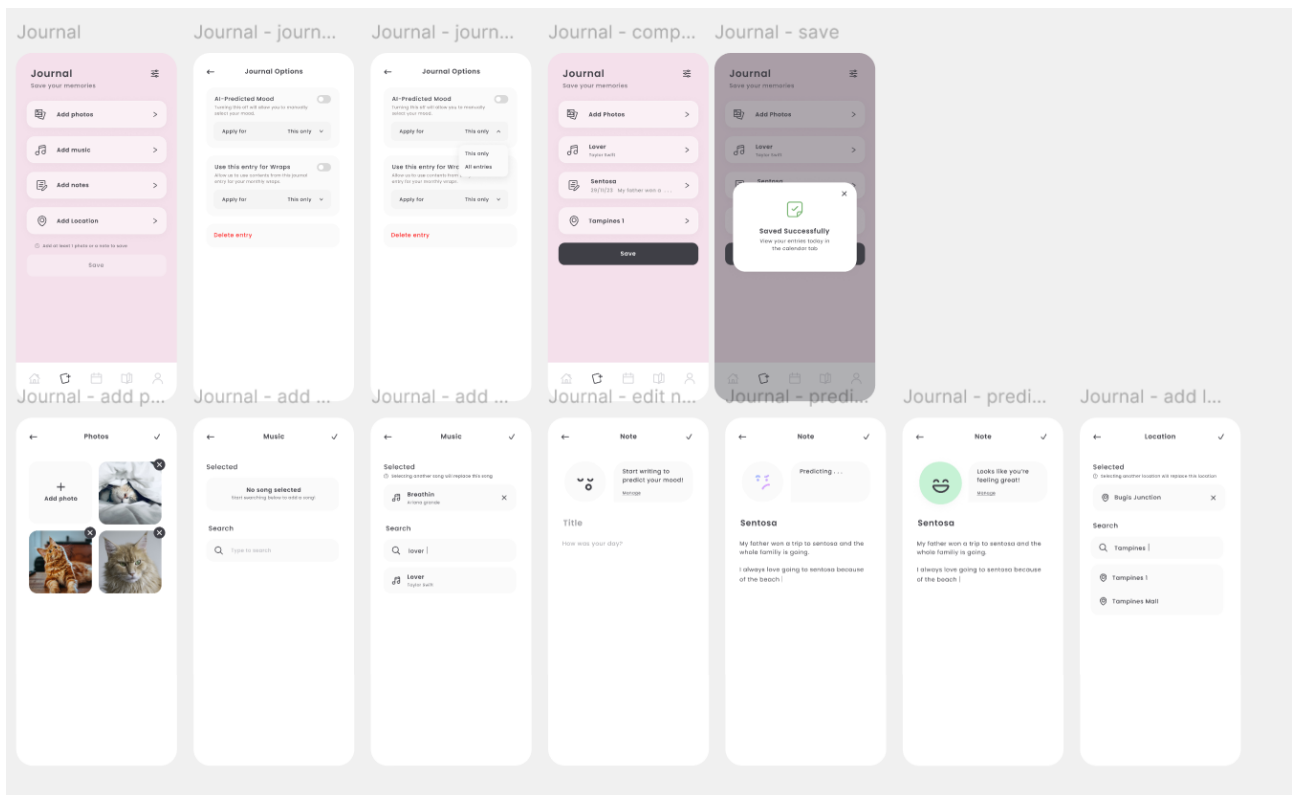
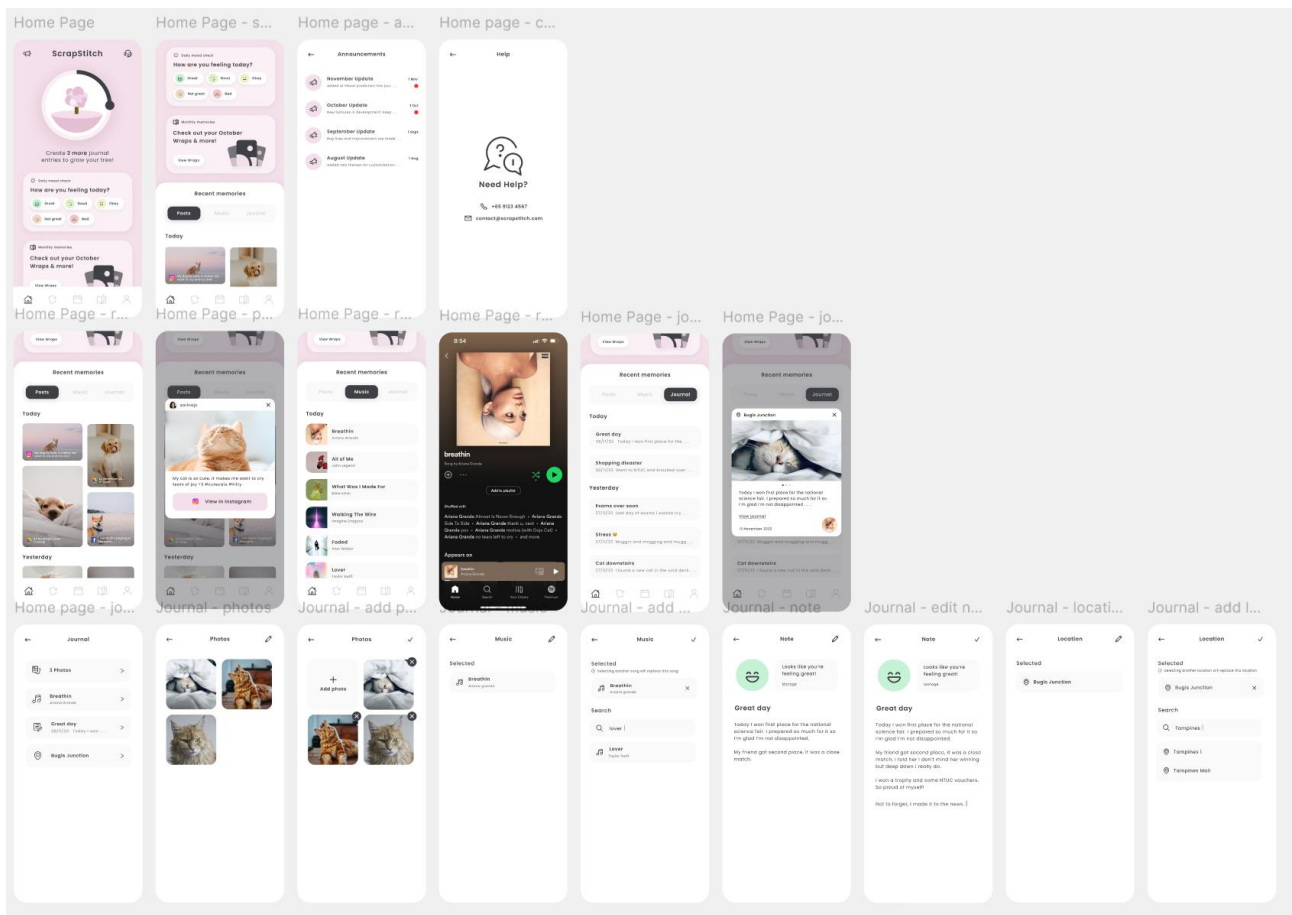
# UI/UX course in Singapore University of Technology and Design

In this course we had to design an app. Our team decided to do a memory board app where the user would be able to see monthly wraps and write down notes of their memories. Here are some of the Figma work that we did:

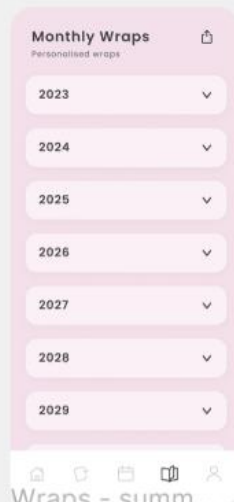


Final prototype:

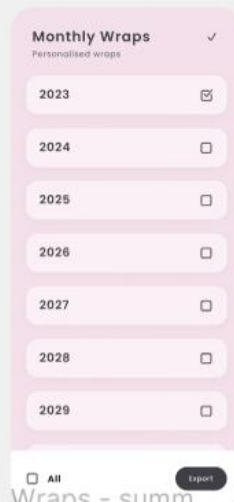




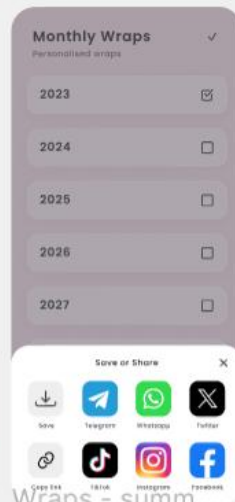
## Wraps - years



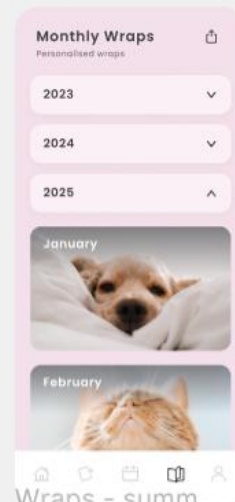
## Wraps - export



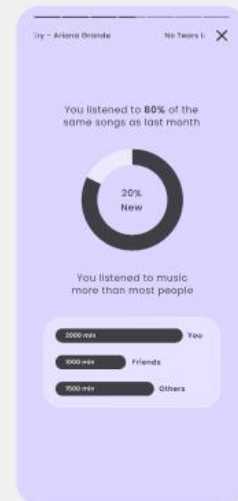
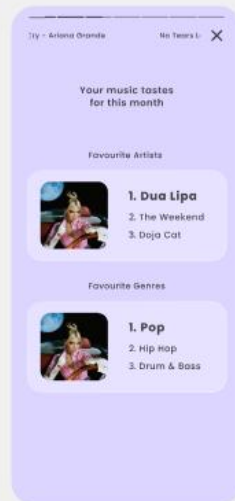
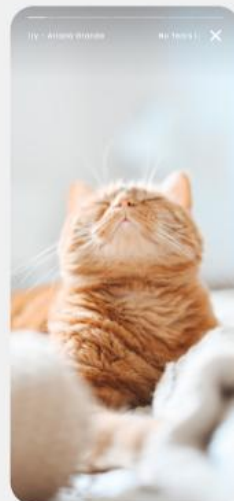
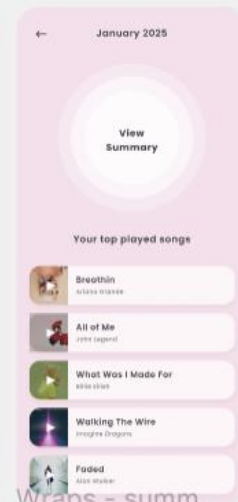
## Wraps - share



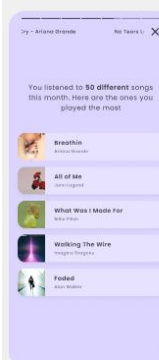
## Wraps - months



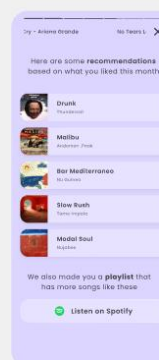
## Wraps - specifi...



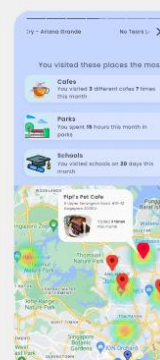
## Wraps - summ...



## Wraps - summ...



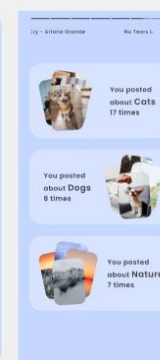
## Wraps - summ...



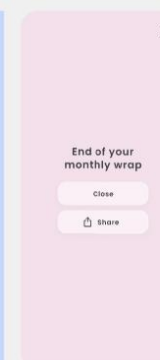
## Wraps - summ...



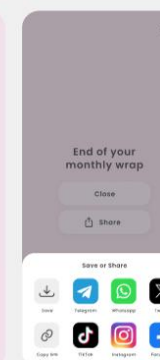
## Wraps - summ...

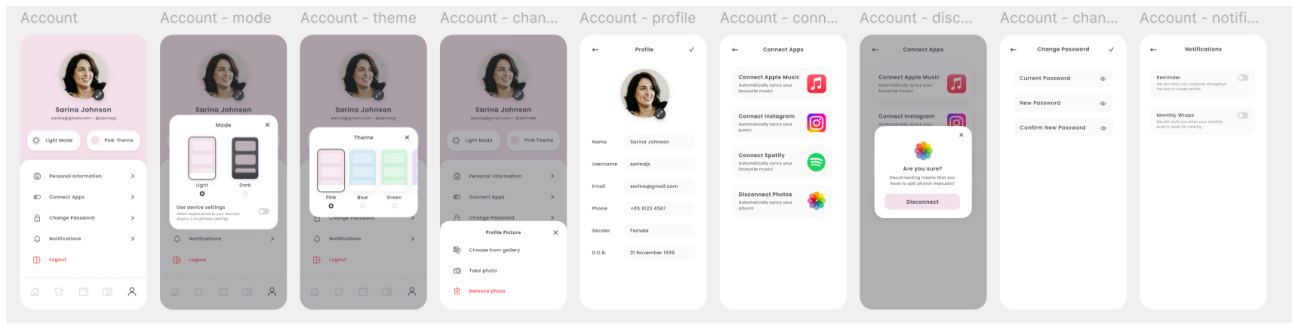


## Wraps - summ...



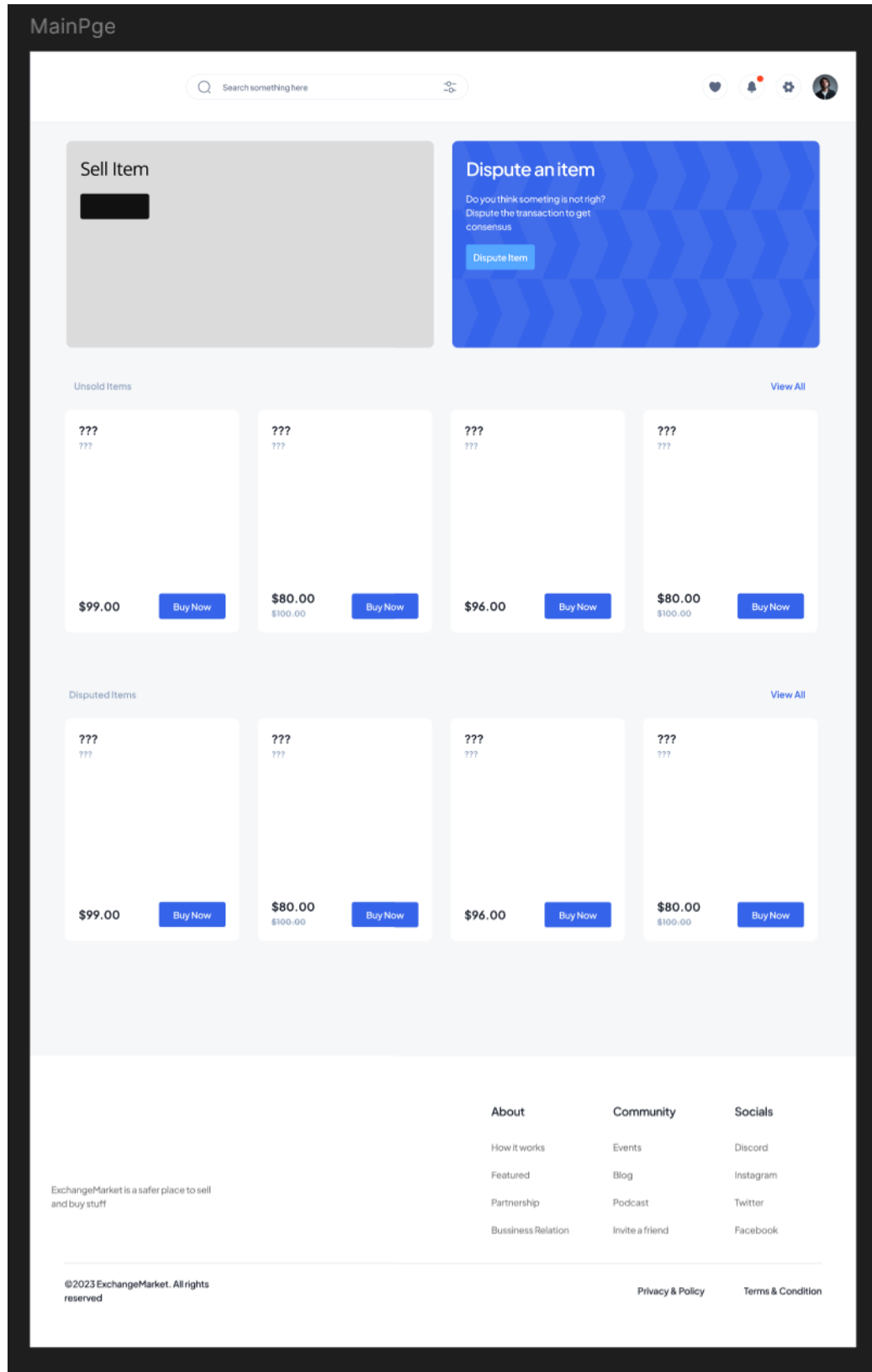
## Wraps - share





# Blockchain course in Singapore University of Technology and Design

In this course our team was tasked with designing a prototype of a marketplace platform that used Ethereum for authentication. Our focus was on the back end but we still designed a simple front end to make our implementation better.





Transactions

Item

category of item

Seller

Buyer

Item

category of item

Aku

1/10

\$80.00

Buy Now

Item

category of item

Aku

1/10

\$80.00

Buy Now

Item

category of item

Aku

1/10

\$80.00

Buy Now

Item

category of item

Aku

1/10

\$80.00

Buy Now

Item

category of item

Aku

1/10

\$80.00

Buy Now

Item

category of item

Aku

1/10

\$80.00

Buy Now

Item

category of item

Aku

1/10

\$80.00

Buy Now

Item

category of item

Aku

1/10

\$80.00

Buy Now

ExchangeMarket is a safer place to sell and buy stuff

- About

How it works

Featured

Partnership

Bussiness Relation
- Community

Events

Blog

Podcast

Invite a friend
- Socials

Discord

Instagram

Twitter

Facebook

## Delivery Price Calculator

This project was for a job application that had a pre-task. In my opinion the frontend turned out great, so I decided to add it here. The project was made using React and TypeScript. I have this project also on my GitHub

### Delivery Order Price Calculator

Venue Slug:

Cart Value:

User Latitude:

User Longitude:

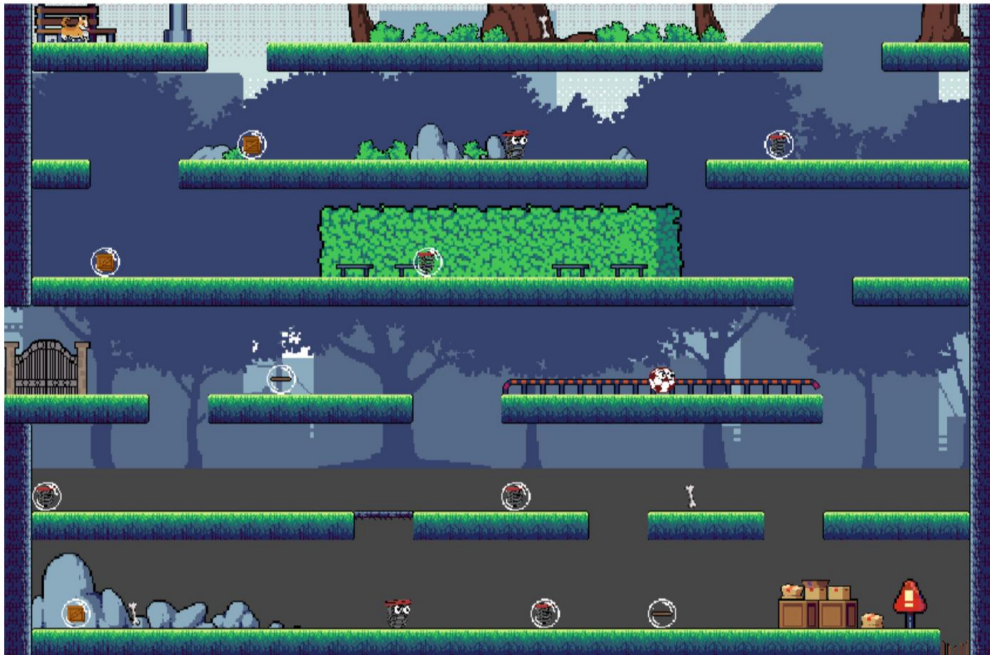
[Get Location](#)

[Calculate Delivery Price](#)

#### Price Breakdown

Cart Value:	0.00 €
Small Order Surcharge:	0.00 €
Delivery Fee:	0.00 €
Delivery Distance:	0 m
<b>Total Price:</b>	<b>0.00 €</b>

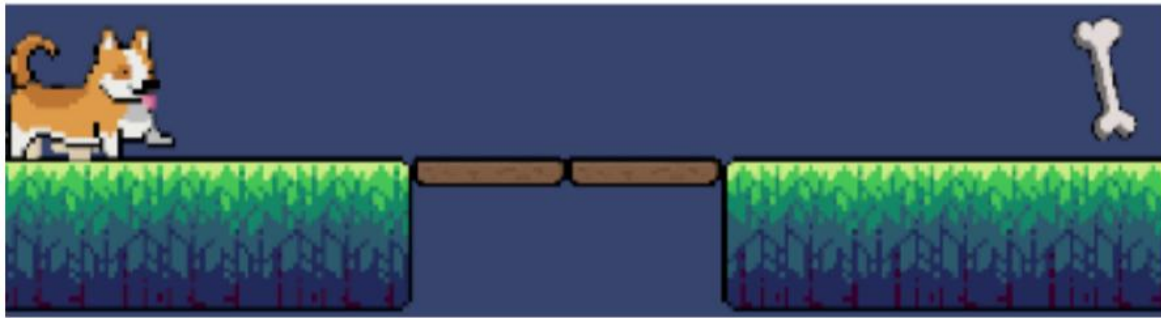
# Game Development Course at Singapore University of Technology and Design



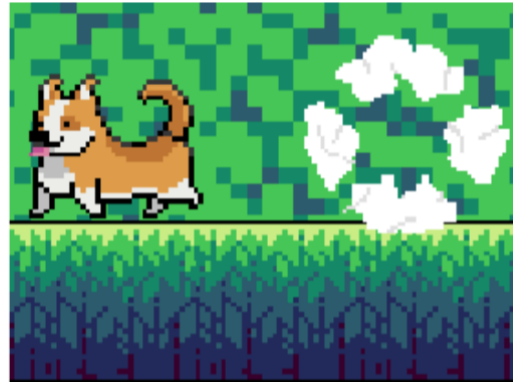
<Stage select screen>



<Example of placing items>



<The player placed normal platforms to fill out the gap>



<The player place a block to change the direction of Corgi>

During my exchange in Singapore we worked on a game project.

### Game Description

- The player is trying to **guide a corgi named Corgi through the stage to reach the end** by placing the collected items in the stage.
- Help Corgi **avoid various threats** like enemies and spikes.
- The player can **hold down “spacebar” to stop Corgi and place the item by clicking the screen.**
- The main storyline of this game is that our cute **corgi lost his owner, Chaewoon**, while Chaewoon was in the toilet, so begins **his adventure back to Chaewoon.**

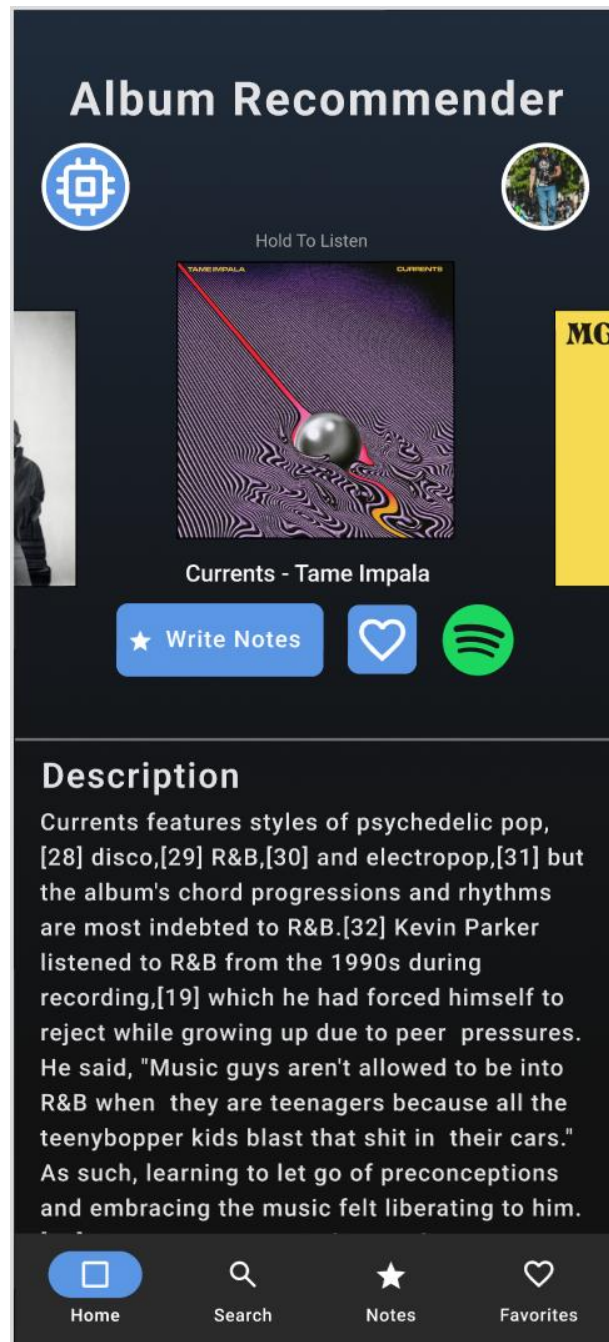
### Game Core Mechanic

- The main core mechanic of this game is **puzzles**. The player would need to figure out how to guide Corgi safely towards the end of the stage. To do so, they have to analyse and solve the puzzle each level is based on.
- The other core mechanics applied is **strategy**. The player has to make long-term decisions, such as which path to take and whether to use this item now or later, to successfully reach the end and beat the stage.

The player has **limited control** over Corgi, so **placing items** in the right places is key to clear the stage. **Management** of those collected items is, therefore, another core mechanic of this game.

## Album recommender

I worked on this album recommender application as a part of a course about UI design



Link to prototype:

<https://www.figma.com/proto/UEgjfcNAs7QjNwCaHkN6y8/Album-Recommender?node-id=0-1&t=Wf4QaRWyyzoiwwYp-1>

Link to Figma file:

<https://www.figma.com/design/UEgjfcNAs7QjNwCaHkN6y8/Album-Recommender?node-id=0-1&t=Wf4QaRWyyzoiwwYp-1>