ALEXIS ANG

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WORK EXPERIENCE

Crumbs and Whiskers   **July 2022 — June 2024**
Lead Host
- Memorized the information of 30+ cats at a time to converse with guests about the various cats they interacted with and matched cats to the lifestyles and personalities of potential adopters
- Monitored cat health by ensuring that cats were eating regularly, administered medications, and behaving normally
- Ensured the normal operation of the store by delegating tasks to Store Hosts and selling food and merchandise
- Held friendly conversations to create a welcoming environment for guests looking to spend time with cats

Positive Masculinity Now   **October 2023 — January 2024**
Web Developer
- Updated and maintained company and partner websites in accordance with brand aesthetics and style guidelines
- Created wireframes and mockups for new page designs
- Increased national awareness of the company brand through quality analysis and usability testing
- Collaborated with UX designers to create a positive presence on our websites and social media platforms

SKILLS & TOOLS

UX research and strategy **|** User Testing **|** UI design **|** Competitive Analysis **|** Human-centered design **|** Prototyping **|** Wireframing **|** Interaction design and information architecture **|** Responsive web design **|** Front-end programming (HTML and HTML5, CSS, JavaScript, jQuery, Bootstrap) **|** Figma **|** Miro **|** Version control (Git) **|** Statistical data analysis and visualization **|** Writing and editing **|** Microsoft Office

PROJECTS

"PetSpace" Case Study (UX Research)   **September 2023 — Present**
A dog- and cat-centric social media platform that allows users to create a pet profile, share content, and communicate with others.
- Created a competitive analysis to assess the strengths and weaknesses in competitor products
- Crafted user personas, journey maps, and empathy maps to provide guidance when making user flows, sitemaps, call to action buttons, and UX copy
- Conducted user tests on first Hi-Fi iteration to collect data to better inform future iterations

"Wingmate" Dating App Case Study (UX Research and Design)   **September 2022 — October 2022**
A mobile dating app that puts a twist on the tried and true dating app model by including third-parties in the matchmaking process.
- Conducted user research to establish a target demographic
- Generated solutions and ideas that addressed potential user paint points
- Created interactive prototypes for "Wingmate" mobile app and iterated upon these prototypes after user testing

EDUCATION

George Washington University   **August 2022 — February 2023**
- UX/UI Design Boot Camp

University of California, Davis   **September 2016 — June 2020**
- Bachelor of Science in Statistical Data Science
- Minor in English