

Co-director of Design - CaselT 2021

Jun 2020 - present

- Collaborating with another web developer, designed and developed fully responsive organisation website(Pivot, CaselT) using various web technologies (ReactJS, Hugo, SCSS etc.) within tight time constraint.
- Developed a component-based design system for the organisation.
- Entrusted by academic advisor to handle confidential design task.
- Created design briefs and provide guidance to design associates.

UI Designer - Spacebook@SFU Surge

Sep 2020 - Dec 2020 / Student-led Project

- Working in a student-led development team, designed and prototyped UI for a COVID-19 workplace shift staggering web application concept.
- Communicated design intention to computer science major student web developers for implementation.

UX/UI Designer - HelpMate

Mar 2020 - May 2020 / Senior Academic Study Project

- Utilised techniques like empathy mapping, persona, journey maps to identify user pain-points and come up with design solution.
- Performed usability studies and structured interview which results were turned into actionable insights to inform design decisions.
- Translated complex multi-party user scenario into a seamless integrated experience.

Visual Designer - 3 Cups of Cha

July 2020 - Sep 2020 / Branding Design

- Utilised co-design techniques to collaborate closely with client to come up with brand design for a London-Based law media startup.
- Created branding guideline and design assets (eg. logo, typography styles, social media post template).

Game Development

Fall 2019 / Academic Study Project

- Utilising Processing/Java to implement an object oriented entity-component-system(ECS) architecture for a self made game engine.

Eductation

Simon Fraser University
Interactive Arts & Technology, BA
January 2018 - Present

Skills

Interface Design/User Experience
Design/Visual Design/Art Direction/
Web Development

SCSS/ReactJS/NodeJS/
PHP(beginner)/Java/Github/
Vanilla HTML,CSS,JS

Figma/Illustrator/InDesign/
Photoshop/After Effects