Amiko (Chunying) Tong

https://amikotong.github.io
amikotong1012@gmail.com
Vancouver, BC - Willing To Relocate

Work

Web UI Designer | Shauct.com
Jan 2024 - Mar 2024

- Designed and delivered the first version of an e-commerce website from scratch.
- Collaborated closely with clients to understand their requirements and vision, translating them into feasible UI/UX design solutions.
- Designed and developed the user interface of the website, including design system.
- Worked closely with the development team to ensure smooth implementation of designs and functionalities, continuously optimizing the user experience.

Digital Designer | Berryfizz.life Ltd
Sept 2021 - Sept 2023

- Communicated and collaborated closely with the team leader to revise and launch the e-commerce website.
- Re-imagined and developed a design system for brand identity and promotional graphic materials.
- Created easily readable and attractive advertisements for product presentations.

Product Designer | Centaria Capital
Feb 2022 - Mar 2022

- Collaborated with real estate specialists to design and launch a B2C investment website, logo, and other relevant materials.

Education

Simon Fraser University
Sept 2014 - Dec 2019

- Bachelor of Science in Interactive Arts and Technology

Award

4th Place | EUNOIA UX HACKATHON
Design Team | Apr 2023

- Integrated new features to build connections and increase customer loyalty.
- Conducted research, interviewed stakeholders, and collaborated with designers to define design opportunities.
- Iterated UI/UX based on insights from usability tests.

2th Place | CreateSC 2023 Designathon
Design Lead | Apr 2023

- Designed a mobile app to empower individuals with communication disorders to express and find community.
- Collaborated with multi-background designers to narrow down the prompt, gather insights, and iterate solutions.
- Created wireframes, prototypes, and user flows to visualize and communicate design concepts.

Best Design Award | SFU SIAT
Design Lead | Dec 2015

- Designed an Automated Mechanical Toy from sketches to physical model.
- Discovered that observing the internal workings of toys is a highly intriguing aspect.
- To offer a new perspective on exploring the internal structure, I utilized a mortise and tenon design, allowing for easy disassembly of the toy's components.

Skills

Research | Qualitative & Quantitative User Research, Survey, Interview, Persona, Journey Map, Usability Testing, A/B Testing
Design | Sketching, Wireframing, Responsive Web, Design system, Information Architecture, Storyboarding, Prototyping
Tools | Figma, ProtoPie, Adobe Creative Suite (AI, XD, PS, Pr, AE)
Develop | HTML, CSS, Javascript