

ANDREA LAM

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SKILLS



METHODS

Storyboard
Scenarios
Wireframes/Mockups
Prototypes
Requirements Analysis
Cognitive Walkthroughs

PROGRAMS

Adobe Illustrator
Adobe Photoshop
Adobe Xd
Figma
Protopie
Aesprite

LANGUAGES

English (fluent)
German (conversational)
HTML/CSS (fluent)
Javascript (basic)

EDUCATION

University of California, Irvine

BS in Informatics
(Human Computer Interaction)

Expected Graduation: Mar 2022
GPA: 3.66

Coursework

Social Analysis of Computing
Human Computer Interaction
User Interface Design
Storytelling in Interactive Media

Education Abroad

Ravensberger Gymnasium

Herford, Germany
Student Exchange

June 2018 - Jul 2018

PROJECTS

PORTFOLIO SITE

Front-End Developer

Designed UI and all assets (Illustrator) and developed (HTML/CSS/JS, Angular) my responsive portfolio site.

Feb 2021

STARDEW JOURNAL

App UI/UX, Branding

Conducted UX research (survey, personas) for mobile management app for RPG game. Designed wireframes, mockups, and prototype (Figma) along with branding (Illustrator).

March 2021

PROFESSIONAL EXPERIENCE

JAM CITY

UI/UX Intern

June 2021 - present

- Conduct UX research to decide on design solutions for the best player experience in the mobile game environment.
- Create wireframes, mockup, user flows and UI art assets for the award winning game, Harry Potter Hogwarts Mystery.
- Collaborate closely with Game Design, Engineering, Art, and Product to plan and execute new features.

UCI ESPORTS

Graphic Designer

July 2020 - present

- Create visual aids such as match graphics, social media posts, logos, stream materials, and layouts.
- Plan and develop branding for tournaments and campaigns.

STARTSMART

Front-end Developer
Director of Branding

Sep 2020 - Apr 2021

- Guide the creation and execution of brand materials for the startup, including all design assets: logos, icons, graphics, etc.
- Develop and maintain website on Wordpress. Website was included in application to the LaunchPad Fellowship Program, of which the startup was one of the 30 out of 900 selected.

CO-CURRICULAR ACTIVITIES

PI BETA PHI FRATERNITY

Director of Member Selection

Jan 2020 - present

- Ensure recruitment membership selection aligns with Fraternity's core values and policies and to help the chapter meet recruitment goals.
- Participate in our philanthropic initiative, Read > Lead > Achieve, in fundraising to impact over one million lives.

INTERESTS

Indie Games, Yoga, Traveling, Painting, Electronic Dance Music