

Andy Lin

Product designer specializing in UX design & design systems.

EXPERIENCE

Product Designer

Dictionary.com • Full-time

2017 — Present

I lead design and transform multiple products for the web and mobile platforms including a writing tool and a mobile game. While conducting Optimizely A/B experiences across multiple domains, I have increased overall user engagement by 3%. Along with being a hands-on designer, I streamlined a design process, which was integrated throughout the organization, and migrated the design team to Figma and established our first design system.

UX Designer

Hulu • Contract

Mar 2020 — Sep 2020

I revamped an internal developer console to help streamline Hulu's tools, documentation, and process for their entire engineering organization. Responsibilities included ideating, wireframing, prototyping, & creating hi-fi mockups.

Web Designer

ClearAccessIP • Contract

2013 — 2017

I lead design for the marketing pages and assisted designs for the web platform. In addition to creating hi-fi mockups and prototypes, I assisted in implementing designs with HTML, CSS, and Javascript. Increased engagement by 4% resulting in new user sign ups and potential enterprise subscriptions.

Web Designer, Co-Founder

Green Acre Co. • Self-employed

2016 — 2020

I designed and developed a fully responsive e-commerce website with Shopify. We connected people through community-inspired products and hosted community events. We gave back to the community by donating to local Bay Area non-profits.

Freelance Web Designer

Self-employed

2012 — Present

Designed and developed responsive websites with frameworks such as Wordpress and Shopify. Worked closely with a team of engineers and launched multiple products for a large online gaming community of more than 3 million players.

EDUCATION

Bachelor of Arts, Design

University of California, Davis

2015 — 2017

Master of Human-Computer Interaction & Design

University of California, Irvine

2019 — 2020

San Francisco, Bay Area
andydlin@gmail.com

Industry Knowledge

Product Design
Mobile App Design
UI & UX Design
Interaction Design
Design Systems
Wireframing
Prototyping
User Flows
A/B Testing
Qualitative Research
Quantitative Research
UI Development

Tools & Technologies

Figma, Sketch, Framer, Principle, InVision, Abstract, Zeplin, Adobe CC, Optimizely, Usertesting.com, UsabilityHub, Wordpress, Shopify

More Skills

HTML5, CSS3, Javascript, jQuery, GatsbyJS

Links

andylin.design
linkedin.com/in/andydlin/
codepen.io/ND44
github.com/andydlin
dribbble.com/andydlin