

UX/UI Designer + Illustrator www.angelachung.me

mini.cchung@gmail.com (647) 990 - 9091

SKILLS

User-centered Design Wireframing Prototyping

Visual Design Sketching

Illustration

2D Motion Graphics

EDUCATION

Sheridan College

Post Graduate Certificate, Interactive Media Management

- User Experience and User Interface Design
- Full-stack Web Development

OCAD University

Bachelor of Design, Illustration Graphic Design Minor

Sept 2013 - Apr 2018

Sept 2018 - Apr 2019

TOOLBOX

Illustrator

Sketch

InVision App

Adobe XD

Photoshop

After Effects

Pen + Paper

CODE

HTML5 CSS3

Javascript

PHP SQL

WORK EXPERIENCE

Idea Theorem UX/UI Design Agency

Jun 2019 - present

UX/UI Design Intern

- Produced UI/UX assets such as user personas, journey maps and wireframes for independent projects as well as to provide support for other design team members
- Conducted an in-depth UX analysis of an existing health app for a client, presenting the current problems and ux solutions on how to improve the user experience
- Re-designed a referrals dashboard for a client in order to make the process simpler, user friendly and have a mobile design
- Responsible for leading the strategy and design of an e-commerce site, conducting user research and visual designs

Freelance Illustrator

Apr 2018 - present

- Prepared and painted a mural for Labothery, a tea shop in Toronto
- Designed and created personal merchandise from scratch such as paintings, zines, and prints in order to be sold at art fairs

PROJECTS

CustomHighze web app

Oct - Dec 2019

UX/UI Designer and Front-end Web Developer

- Collaboratively developed an empathy map with team members in order to better empathize with the user and create a visual understanding of their needs
- Conducted 4 user interviews in order to pinpoint areas of improvement for the application

Domino's UX analysis

Oct 2019

UX/UI Designer

- Facilitated a video-recorded user testing session, documenting all reactions and feedback to find UX issues
- Designed a new user flow and mid-fidelity wireframes based on the collected user feedback