ANGEL WONG

About Me

I'm a design generalist who enjoys pursuing the 'why's and answering the hard questions. I cannot resist a good puzzle, from puzzle platformers and escape rooms to cracking front-end bugs. Through studying new media at NUS, I found a love for novel interactions and how people used them. This led me to a path that had me learning to code, to both design and develop various games and applications.

Digital portfolio site: https://angelwong.space   Github: https://github.com/angelw22

Work Experience

<u>July 2019 - July 2023</u> - UX Designer @ GovTech Singapore
- Dec 2022 - Jul 2023: **CrowdTaskSG**
  - Conducted user research to investigate user base and campaign effectiveness
  - Designed for a gamification campaign which drove adoption up 5%
- Sep - Dec 2022: **Project EarlyBird** - Investigating the Advance Care Plan space
  - Planned and ran various research to identify the problem space
  - Conducted ideation and co-creation workshop with stakeholders and domain experts
  - Conceptualised and developed 2 prototypes for provocation and proposed digitalisation
- Aug 2021 - 2022: **TraceTogether** | **SG Good Design Mark 2022 Platinum Award**
  Singapore's National Contact Tracing App, 92% adoption rate of over 4.9mil users
  - Integrated policy requirements for UI design, refinement and exploration
  - DesignOps: UI handover to developers, streamlining designer workflows
  - Planned and ran observational research and user testing
- Jul 2019 - Jul 2021: **Classroom of the Future** | **IDC Outstanding Smart City Project for Education**
  - Drove concept development for 4 idea tracks
    - Trained attached education officers in design thinking
    - Set design strategy and led idea pitches
    - Planned and conducted exploratory and evaluative research
  - Built web prototypes

- - Front-end: reactJS, HTML, CSS
      - Back-end: AWS (s3, ec2), express & nodeJS, PSQL
    - Concept testing using low-fidelity to high-fidelity prototypes
  - Joined under the Technology Associate Program

Jan 2019 - Apr 2019 - *Undergraduate Student Tutor* @ National University of Singapore
- First Undergraduate Student Tutor for the module NM2207 Computational Media Literacy
- Assisted in teaching undergraduates basic HTML, CSS, vanilla JS (with raphael.js) and basic web serving (e.g. localhost, uploading files to web servers)
- Graded tests and assignments

May '18 - Dec '18 - *Intern (3 mths) & Freelance (5 mths)* UX Designer @ GovTech Singapore
- **MCCY Grants Portal** (now Our Singapore Grants)
  - Designed screens on Sketch
  - Front-end refinements & bug fixing using SCSS
  - Conducted User Testing using clickable prototypes (invision)
  - Created animations using After Effects and Lottie
- **OpenCerts**
  - Primary designer, designed all the screens, flows and interactions to launch
  - Planned and ran user testing & stakeholder workshop
  - Implemented small components using reactJS
  - Translated technical information and jargon into digestible copy and illustrations for users.

Education

National University of Singapore
BSocSci (Hons) Communications and New Media & Minor in Interactive Media Development.
2015 – 2019

Skills

Prototyping tools: Figma, Sketch, Adobe XD, Invision
Design software: Adobe suite (Illustrator, Photoshop, Premiere Pro, After Effects)
Programming languages: Javascript (Proficient), HTML/CSS (Proficient), Python (basic)