

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.

Work Experience

July 2019 - Present - UX Designer @ GovTech Singapore

- September 2022 - Present: **Project EarlyBird** - Investigating the Advance Care Plan space
 - Planned and ran various research to identify the problem space
 - Conducted ideation workshop with stakeholders
 - Conceptualised and developed 2 prototypes for provocation and proposed digitalisation
 - Planned and ran co-creation workshop with domain experts
- August 2021 - Present: **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
- July 2019 - July 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), C (basic)