Annie Ye





UX Researcher & Designer | UCSD Design Lab

Diabetes Design Initiative Team I San Diego August 2022 - Present

Working on a new project in collaboration with Dexcom

June 2022 - August 2022

- Worked with 4 designers to redesign the onboarding process of diabetes management devices for people with diabetes
- Conducted users interviews to better understand the experiences of those with diabetes and those who care for them
- · Brainstormed possible solutions with personas, storyboards, and sketches that later transformed into functionable prototype
- Presented our work to potential stakeholders such as people with diabetes and healthcare providers

Product Design Intern | Astren

Remote I June 2022 - August 2022

- Developed the mobile app prototype further in cooperation with product managers and product designers
- Completed design tasks on fast-paced schedule of weekly deadlines
- Engaged in feedback sessions and iterated on deliverables in response to suggestions
- Created user research guide to interview users on how to improve the website and app

UI/UX Designer I Triton Software Engineering San Diego I November 2021 - June 2022

- · Collaborated with 3 designers to create an app that aims to improve the mental and physical wellness of users
- Conducted comparative analysis to acquire a better grasp of industry standards and the product's niche potential
- · Interviewed students and professionals to gain a better understanding of their struggles in the present pandemic crisis
- · Transformed our initial ideas into a final product through wireframing, prototyping, and user testing

Graphic Designer I UCSD Chinese Drama Club

San Diego I October 2021 - January 2022

- Used Procreate and Photoshop to create posters and infographics to promote the play and the student organization
- · Decided on colors, images, typography and layout for communication materials based on the styles of the plays
- Collaborated with various departments to take photos and make trailers for the play
- Contributed actively during weekly meetings

EDUCATION

University of California San Diego | Major GPA

B.S. Cognitive Science with a Specialization in Design and Interaction I Expected June 2024



Design

Personas, Storyboards, Sketching, Wireframing, Prototyping

Research

User Surveys & Interviews, Competitive Analysis, Usability Test, Data Analysis

Tools

Miro, Figma, Procreate, Photoshop, Python



Provost Honors 10,000 Degrees Scholarship School Year 2020 to 2023

* LANGUAGES

Cantonese: Native Mandarin: Native English: Native