

ASPEN TNG

PRODUCT DESIGNER BASED IN SEATTLE, WA

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WORK EXPERIENCE

Product Designer / GovTech Singapore (Singpass app)

SINGAPORE | SEP 2020 - SEP 2021

More than 3.5 million out of 4.5 million Singapore residents uses the Singpass app – the nation's digital identity app, where 29 million monthly transactions are made through more than 2000 services on the app.

- Reduced time required to get alignment for designs of government-issued cards in Singpass app from 18 to 2 weeks by creating modular templates (interaction and visual), design guidelines, and technical specifications for agency engagements.
- Spearheaded creation of Singpass app design system by closely collaborating with 3 PMs, 12 engineers, and 6 designers to lay solid foundation for future features.
- Shipped revamped information architecture and new visual design language of the Singpass app to the 3.5 million users with 4 designers and 2 PMs.
- Guided 2 senior service designers & mentored 1 intern in their pivot to UX design.

UX Design Intern / Cargill, Inc. Innovation Lab

CHAMPAIGN, IL | SEP 2019 - MAY 2020

Cargill, Inc. is one of the largest global agriculture corporations. Its innovation lab focuses on prototyping and developing new 0-1 concepts to improve manufacturing processes and explore business opportunities.

- Shipped feed mill inventory management prototype for integration into Cargill's ecosystem, by planning and conducting interviews with 7 site managers, leading UX and UI design, and managing progress meetings with 2 product owners.
- Defined scope of MVP to evaluate market fit of concept that connects farmers with agtech startups by liaising with PM and leading UX design.

OTHER WORKS

UX Design & Research Assistant / Ubiquitous Computing Lab (UbiCompLab)

UNIVERSITY OF WASHINGTON, SEATTLE, WA | SEP 2021 - PRESENT

UbiCompLab focuses on tackling research problems at the intersection of physical and digital systems.

- Co-authored a paper and created storytelling video about augmented reality tool prototype to help engineers debug printed circuit boards efficiently for submission to ACM Symposium on User Interface Software and Technology (UIST) 2022.
- Generated insights and design recommendations through synthesis of data using affinity mapping by planning and conducting usability studies with 10 participants.

Design Lead / First Generation Americans x Culture (MHCI+D Capstone)

ADVISED BY CHLOE LEE (IDEO), SEATTLE, WA | MAR 2022 - PRESENT

Understanding the relationship first generation Americans have with their culture(s) and identifying opportunities to build more meaningful connections.

UI/UX Design Lead / HackIllinois 2020

UNIVERSITY OF ILLINOIS, CHAMPAIGN, IL | SEP 2019 - MAR 2020

Designed mobile app (Android & iOS), website, and event dashboard for the largest open-source collegiate hackathon with 800 participants and 35+ mentors (open-source professionals).

EDUCATION

Master of Human-Computer Interaction + Design

University of Washington, Seattle
AUG 2022

Bachelor of Fine Arts, Industrial Design

University of Illinois at Urbana-Champaign
MAY 2020, HIGHEST HONORS

TOOLS

2D DESIGN

FigJam, Figma, Illustrator, InDesign, Keynote, Miro, Sketch, Photoshop, Premiere Pro, Principle, Webflow

3D DESIGN

Blender, MotiveTracker, OptiTrack, SolidWorks, Unity

CODE

Adafruit CPX, D3.js, Git, GitHub, HTML/CSS, JavaScript, p5.js, Python, React, Vega-Lite, Visual Studio Code

SKILLS

DESIGN

3d fabrication, 3d printing, data visualization, design systems, developer handoff, information architecture, interaction design, personas, physical prototyping, product thinking, rapid prototyping, systems thinking, storyboarding, user flows, visual design, wireframing

UX RESEARCH

card sorting, competitor analysis, contextual inquiry, cultural probes, diary studies, evaluative research, heuristic evaluation, journey maps, literature review, role-playing, secondary research, semi-structured user interviews, survey design, usability testing