

Aspen Tng

Product Designer based in Seattle, WA

work experience

GovTech, Singapore / Product Designer

Singapore · Sep 2020 - Sep 2021

- Reduced time required to get alignment on designs of ID cards in app with partner government agencies from 18 to 2 weeks by creating modular templates (interaction and visual), design guidelines, and technical specifications to facilitate discussion.
- Spearheaded creation of app's design system through close collaboration 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 app to more than 3.5 million users with 4 designers and 2 PMs.
- Guided 2 senior service designers and mentored 1 intern in their pivot to UX design.

Cargill Innovation Lab / UX Design Intern

Champaign, IL · Sep 2019 - May 2020

- 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 product market fit of concept that connects farmers with agtech startups by liaising with PM.

other work

Ubiquitous Computing Lab / UX Designer & Researcher

University of Washington, Seattle, WA · Sep 2021 - Aug 2022

- Co-authored paper and developed narrative for explanatory video about an augmented reality(AR) workbench that facilitates efficient debugging of printed circuit boards. Accepted for ACM UIST Conference 2022.
- Generated insights and design recommendations by synthesizing data using affinity diagrams after planning and conducting usability studies with 10 electrical engineers.

Reach (First Generation Americans x Culture) / Design Lead

Master's Capstone, Seattle, WA · Mar 2022 - Aug 2022

- Designed service consisting of an app and conversation cards that empowers first generation Americans to build more meaningful connections with their culture through active participation.

HackIllinois 2020 / UI/UX Design Lead

University of Illinois at Urbana-Champaign, Champaign, IL · Sep 2019 - Mar 2020

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

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education

Master of Human Computer Interaction + Design

University of Washington

Sep 2021 - Aug 2022

BFA Industrial Design

University of Illinois at

Urbana-Champaign

Aug 2016 - May 2020

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

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

tools

2d design

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

3d design

Blender, Motive:Tracker, OptiTrack, SolidWorks, Unity

coding/programming

D3.js, Git, HTML/CSS, JavaScript, p5.js, Python, React, Vega-Lite