

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

Singpass app, Singapore's digital identity platform, is used by more than 3.5 million residents, with 298 million yearly transactions made through its 2000 integrated services.

- Reduced time required to get alignment for designs of ID cards in app from 18 to 2 weeks by creating modular templates (interaction and visual), design guidelines, and technical specifications for partner engagement.
- 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 & 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 the largest global agriculture corporations. Its innovation lab develops prototypes of 0-1 concepts to improve manufacturing processes and explore new 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 work

UX Designer & Researcher / Ubiquitous Computing Lab (UbiCompLab)

University of Washington, Seattle, WA • Sep 2021 - Present

UbiCompLab tackles research problems at the intersection of physical and digital systems.

- Co-authored paper and created storytelling video about augmented reality (AR) workbench to facilitate efficient debugging of printed circuit boards. Conditionally accepted at 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 at Urbana-Champaign, 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
Sep 2021 - Aug 2022

Bachelor of Fine Arts, Industrial Design

University of Illinois at Urbana-Champaign
Aug 2016 - May 2020, Highest Honors

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

tools

2d design

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

3d design

Blender, Motive:Tracker, OptiTrack, SolidWorks, Unity

code/programming

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