

Ting Yi Wei

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Education

National University of Singapore (NUS)

Aug 2011 to present

- Bachelor of Computer Science (Communication and Media), 2nd Class Honours
- Expected date of graduation: December 2014

Ngee Ann Polytechnic (NP)

Jun 2005 to Mar 2009

- Diploma in Biomedical Engineering

Work Experience

8packs,

Mar 2014 to Sep 2014

User Experience (UX) Intern

- UX designer in a team of three that is currently involved in redesigning the user interface of the 8packs web based event registration portal.
- Taught basic UX and interaction design methodology to fellow colleagues in company's peer learning programme.
- Gathered user stories and requirements from customers' emails and feedback.
- Conduct usability tests to improve usability of the 8packs event registration portal.

Singapore-MIT Alliance for Research

Dec 2013 to Apr 2014

and Technology (SMART),

Part Time Photographer

- Covered and successfully documented the visit of the Governor of Massachusetts, Governor Deval Patrick to the SMART office on the 16th of December 2013 to be used for press coverage.
- Official event photographer for SMART and built up the photography archive for the SMART corporate communications department for internal and media use.

Web Learning Resources,

May 2013

IT Trainer

- Planned and prepared lesson plans for the Adobe Photoshop classes which formed the curriculum for the organisation.
- Taught two classes of five IT illiterate students from multidisciplinary industries and successfully trained them in the fundamentals of Adobe Photoshop.

National Trade Union Congress (NTUC),

Dec 2010 to Jun 2013

Marketing Intern

- Led a team of three marketing/design interns in the Youth Development Unit in designing the organisation's electronic direct mailers and posters which are targeted at more than 100 000 members.
- Team member of the design team for Run 350 2011 and designer of the starting arch of the annual eco-run event.
- Event photographer for official Young NTUC events and helped to expand the photography archive for marketing purposes.

User Experience Related Coursework

CS3240, Interaction Design

- Created a high fidelity prototype treadmill graphical user interface using the contextual design methodology with Flash Catalyst.
- Created a personal portfolio website using Twitter Bootstrap.

CS3283/CS3284, Media Technology Project

- Planned and developed a web based content management system which helps lecturers prepare lecture presentations and organise files in an efficient way.
- Overall team in charge of system architectural and graphical user interface design of the project.
- Conducted usability tests to improve interactivity of the web application.

NM4226, User Experience Design

- Planned and developed a web based application that made use of augmented reality and Android smart phones' available sensors to teach laypeople on how to throw darts.
- Conducted contextual inquiries on professional dart players to observe the techniques and difficulties in dart throwing.
- Overall team in charge of developing the high fidelity prototype of the web based application.

Additional Information

- Trained in Object Oriented Programming using Java, C Programming Language, HTML 5, CSS 3, Adobe Photoshop, Adobe Lightroom and Microsoft Office Suite.
- Self-taught PHP, JavaScript and jQuery Programming Language.
- Fluent in English (spoken and written) and Mandarin (spoken).
- Enjoys photography, trekking, working out and jogging.