Kathy Pang

UI/UX designer looking to expand my creative horizon

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SKILLS

UI/UX Design
User Research
Usability Testing
Prototyping
Mockups/Wireframing
Storyboarding
Personas/Scenarios
User Journey
Design Thinking
Graphic Design
Agile/Scrum

TOOLS

Adobe XD
Adobe Photoshop CC
Invision
Zeplin
Balsamiq
Lucidchart
Wordpress
MS Word, PPT, Excel
Android Studio
Git

CODING

Java
Python
HTML/CSS

EDUCATION

University of California, Irvine — June 2017
Bachelor of Science in **Informatics**, specialization in **HCI**

WORK EXPERIENCE

BookingPal, UI/UX Designer

Dec 2018 - Present | Irvine, CA

Completely redesigned UI and improved UX for existing customer portal, creating UI and UX for company's new web and mobile product (Revenue Management System).

- Designed UI for reservation flows and payment pages for company's partner platforms (including collaboration with Marriott)
- Collaborated with product managers and engineering team to deliver the best UI/UX

SHARP, UX Designer & Researcher

Aug 2017 - Oct 2018 | Santa Ana, CA

Delivered alpha Android app with team after 10 months, where I designed UX and UI, provided user research findings and recommended designs ideas for the future

- Rapidly prototyped and created UI and UX for mobile and web applications
- Conducted usability testing of project concepts with design thinking best practices
- Followed design trends and industry standards to consistently deliver exceptional UX direction to team and create design guidelines
- Collaborated with and presented research findings and design concepts to product owner, managers and developers

HireRight, User Acceptance Testing Intern

Jun 2016 — Sept 2016 | Irvine, CA

Conducted UAT on company's new software across browsers on web and mobile devices to ensure responsive design and that information was outputting correctly.

- Wrote and ran test cases, discovered and logged defects
- Collaborated with product managers and developers to improve product's UI/UX

COURSE EXPERIENCE

Smart Office Assistant: Android App | Fall 2016 — Winter 2017

- Worked with SHARP clients to develop a proof-of-concept Android app in team of 5
- Lead UI & front-end developer, created wireframes, UML diagrams, requirements, personas, use cases and conducted usability evaluation and user testing

Pettr: Web App | Winter 2017

- Created functional prototype for a pet match and adopt web app in team of 4
- Role as front-end web designer, created wireframes and conducted user testing