Jingxiu Cheng

Product Designer with 4+ years of experience and a Master's in Human Computer Interaction, specialising in UI design, user research and design systems.

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EXPERIENCE

Senior UX Architect, DSTA

Feb 2022 - Present (promoted Jul 2024) | Full-Time | Singapore

- Designed multiple products in the information domain using Figma and Adobe XD, achieving consistent improvements in usability (SUS/UMUX-Lite) and user satisfaction (CSAT/NPS).
- Conducted strategic user research (e.g. workshops) to identify key user problems and tactical user research (e.g. usability tests) to uncover actionable design insights.
- Collaborated closely with product managers and developers in cross-functional Agile/Scrum teams, ensuring successful product outcomes and effective developer handoffs.
- Led a cross-functional team of designers and developers to strategise, build and maintain our design system, enhancing efficiency, quality and consistency across products.

UX Designer, Dunnhumby

May 2021 - Sep 2021 | Master's Project | London, UK

- Conducted interviews and usability tests to develop personas, user flows and design enhancements for an existing data analytics product used by major grocery retailers.
- Designed a prototype in Figma that received higher ratings for intuitiveness and usability compared to the previous version.

UX Evaluator, UCL

Jul 2021 - Aug 2021 | Internship | London, UK

- Conducted user tests, interviews, surveys, and card sorts to improve the usability and information architecture of a website used to report university incidents and seek support.
- Collaborated with stakeholders and other UX evaluators to define project outcomes, resulting in a comprehensive research report with actionable recommendations.

UX Researcher, Everyday Vegan

Sep 2020 | Freelance | Singapore (Remote)

- Led usability tests and user interviews to improve an ecommerce store, resulting in an improved checkout experience and increased user satisfaction.
- Developed a new information architecture through a card sort process, achieving a 100% success rate and directness score in a follow-up tree test.

Product Researcher, CuriousCore

Jun 2020 - Aug 2020 | Internship | Singapore (Remote)

- Conducted interviews, surveys, and competitor analysis to enhance UX course content and marketing strategy, leading to increased student acquisition and engagement.
- Led workshops in UX Research and Figma, and provided mentorship to students on UX projects.

EDUCATION

MSc Human-Computer Interaction, UCL

2020-2021 | Distinction (Dean's List)

- Modules: Interaction Science, Interaction
 Design, Future Interfaces, Accessibility &
 Assistive Technologies, User-Centred Data
 Visualisation, Serious & Persuasive Games
- Dissertation: User-Centred Database Query Interfaces (Distinction)

BSc Psychology, UCL

2017-2020 | First Class Honours (Dean's List)

- Attained multiple awards for graduating top of the cohort, including the prestigious
 Faculty Medal Award and British
 Psychological Society Award.
- Research assistant for various psychology labs, assisting in experimental design, participant testing and data analysis.

CERTIFICATIONS

UX Certification by Nielsen Norman Group **WSQ Product Management** by CuriousCore **Certified ScrumMaster** by Scrum Alliance

SKILLS

Design: UI Design, Interaction Design, Wireframing, Prototyping, Information Architecture, Personas, JTBD, User Flows, User Journey Mapping, Design Systems

Research: Usability Testing, User Interviews, Surveys, Workshops, Contextual Inquiry, A/B Testing, Card Sorting, Tree Testing, Competitive Analysis, Heuristic Evaluation

Product Management: Product Vision & Strategy, Roadmapping, Cross-Functional Collaboration, Agile/Scrum Methodologies

Programming: HTML, CSS, JavaScript, React **Software:** Figma, Adobe CC, Sketch, Axure RP

Languages: English (native), Mandarin (fluent)

SPEAKING ENGAGEMENTS

Guest Speaker at NTU UXPM Course (2025)

Podcast Guest at CuriousCore (2022)