

Claudette Ngai

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Greater Los Angeles Area

EXPERIENCE

Product Design Lead | Solver, Inc.
February 2019 - Present | Los Angeles, CA

I am currently defining the design and branding strategy for a B2B enterprise financial application.

Creating a new visual and interaction design system.

Creating design deliverables for new features and executing current feature optimizations.

Conducting user interviews and holding focus groups.

Mentoring junior designers.

Product Designer | Disney Parks and Resorts Digital
October 2017 - November 2018 | Glendale, CA

Designed cross-platform product experiences for various digital products including the native apps and websites for Walt Disney World, Disneyland and Disney Cruise Line.

Created prototypes, user flows, wireframes, and mockups for both executive demos and production.

Conducted A/B, multi-variate, and rapid user tests.

EDUCATION

University of California, Berkeley
Bachelor of Arts, Cognitive Science

BLOC
UX/UI Design Apprenticeship

SKILLS

Design
User Research
Information Architecture
User Flows
Wireframing
Mockups
Prototyping
Rapid Usability Testing
A/B Testing

Development
HTML
CSS / Sass
jQuery + Javascript

Other
Product Management

TOOLSET

Sketch | InVision |
Illustrator | Axure | Principle

Git/Github | Xcode | Zurb
Foundation

Mixpanel | Google Analytics |
Appsee | JIRA | Confluence

Product Designer and Product Manager | Hundy
May 2016 - October 2017 | SF Bay Area, CA

Designed and launched a networking and money-lending app for a FinTech startup.

Wrote business requirements and roadmapped product releases.

Conducted user interviews and market research.

Created user flows, defined information architecture, wireframed and delivered final mockups and prototypes to developers.

Product Designer | Found Eats
September 2014 - December 2015 | San Francisco, CA

Designed the vendor-facing website for an ecommerce selling artisanal foods.

Created the information architecture and designed the interaction/visual standards.

Ran focus groups and individual user interviews.

Produced wireframes and created final mockups.