

Angus Lee

A HCI student with some experience using design thinking to deliver intuitive, simple and clean designs on responsive websites and webapps. Looking to join a rapidly growing team who is passionate about delivering great customer outcomes. Devoted in providing human-centred solutions to improve the interactions between customers and products.

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Melbourne, VIC

Education

Master of Information Technology (Human-Computer Interaction)

University of Melbourne

Jul 2019 - Present

UX Design Immersive

General Assembly

Nov 2017 - Feb 2018

Bachelor of Business (Accountancy)

RMIT University

Feb 2011 - Dec 2013

Volunteering

Interaction Design Association (IxDA - Melbourne) | Event Organiser

Aug 2019 - Present

- Organise bi-monthly events with group organisers.
- Liaise with potential speakers and sponsors in the industry to host our bi-monthly events.

RevelThat | UX Designer Intern

February 2019 - Present

- Perform meticulous design research and competitors' analysis and summarise findings/design inspirations.
- Effectively collaborate with team members to produce concept sketches and interactive designs .

Work Experience

Digital Basis | Junior UI / UX Designer

November 2018 - August 2019

- Liaised with clients to understand their needs and product vision.

- Conducted user research, interviews, surveys and usability testing, translating the results into a product roadmap and user-centered designs.
- Delivered simple and elegant designs and intuitive user experiences, from lo-fi wireframes to hi-fi interactive prototypes using tools like Sketch, Figma and Invision.
- Worked collaboratively with cross functional teams to maintain cohesive designs across our platforms (responsive web/webapp).
- Wrote Product Requirements Document (PRD) for front-end and back-end developers to ensure design consistency after handoff.
- Performed Heuristic Evaluation and Testing post deployment to ensure product works according requirements in PRD.
- Reviewed designs from colleagues and had my own designs evaluated to ensure that the highest quality products are delivered and all staff have an opportunity for continual improvement.

Achievements

- Resolved a client frustration by introducing an automated timesheet feature to replace their paper-based process. Successfully improved client's efficiency in entering and tracking timesheet.
- Improved customers interaction with Hula Gallery by introducing feedback cue.
- Researched, developed and implemented a new communication process for the team to ensure that ideas and changes were communicated effectively.

DTG (Hackathon) | UX Designer

May 2018 - May 2018

- Co-designed a physical product and pitching the idea to judges and audiences.
- Co-led research process - implementing guerilla interviews.
- Translated findings from affinity map and categorised these by moods.

Achievements

- Received people's choice and judges' choice awards at the event.

General Assembly | UX Designer (Student)

Nov 2017 - Feb 2018

- Co-designed paper prototype and digital prototype with medium fidelity.
- Coordinated with team members to prepare project plan and tasks assignation.
- Co-led research process from preparing discussion guides, implementing research and interviews techniques, recruiting users to translating findings.
- Co-led concept development with the application of inclusive, calm and intuitive design.

Achievements

- Received positive feedback from Free-to-Feed (NFPO) director.
- Improved PTV App user experience.

Finance Analyst | VicRoads

Aug 2017 - Nov 2017

- Supported business analysts with high quality of business support on backdated invoicing project.
- Analysed high volume of financial data and grouped data into relevant category, ensured transactions adhere to AASB.

Achievements

- Successfully claimed \$20 million reimbursement from Level Crossing Removal Authority (LXRA).

Skills

Design

- User flows
- Information architecture
- Personas
- Affinity diagrams
- User mental models
- Journey maps
- Digital mock-ups
- Wireframes
- Service blueprints

Programming

- HTML
- CSS
- JavaScript (Beginner)
- Python (Beginner)

Research

- Users Interview
- Contextual Inquiry
- Usability Testing
- Stakeholders interview
- SWOT Analysis
- Competitor Analysis
- Survey

Language

- Mandarin (working proficiency)
- Malay (working proficiency)
- Cantonese (working proficiency)
- Taiwanese (working proficiency)

Tools

- Sketch
- Adobe CC
- InVision
- Marvel
- Asana
- Microsoft Office
- Figma
- Jira

Hobbies/Interests

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| • UX/Product Design | • Making friends | • Learning languages |
| • Gaming | • Cooking | • Reading |
| • Learning | | |