

Yenny Yulianny


PRODUCT & UX/UI DESIGNER

I'm a Product, UX/UI Designer with a professional background in website design, digital illustration, and photography. As a former business owner and designer for local establishments, I have developed an acute ability to identify customer pain points and used design to influence business decisions.

CONTACT

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SKILLS

User Research | Visual Design | Usability Testing
Competitive & Comparative Analysis,
Info Architecture | Storyboard | Wireframing
Hi-Fi Prototyping | User Interface Design
Branding & Logo Design | Responsive Design
Interaction Design | Content Strategy.

TOOLS

Figma | Sketch | InVision | Illustrator | Photoshop
Indesign | Adobe XD | Google Suite | Lightroom
HTML/CSS.

EDUCATION

Academy of Art University

Advertising | San Francisco, CA

Academy of Art University

BFA in Graphic Design | San Francisco, CA

CERTIFICATE

General Assembly

User Experience Design Immersive,
Human Computer Interaction

HackBright Academy

Certificate of Programming

LANGUAGES

Bahasa Indonesia | Hakka Chinese
Beginner Mandarin | English

EXPERIENCE

Creative Director

IPMD.INC | San Francisco, CA | Jan 2020 – Present

- Designed and created Project M brand identity and design system.
- Collaborated with the CEO and CTO to lead and execute an end to end UX process for the web application's test site.
- Produced content and visual assets for a Project M documentary. Built pitch deck slides for potential investors.

Product Designer

COURTBUDDY.COM | San Francisco, CA | Jan 2020 – May 2020

- Assisted a design team in reshaping the future of Court Buddy's visual presence and core interface across all of its products.

UX & Visual Designer

SFDPH | San Francisco Department of Public Health | San Francisco, CA | Sep 2019

- Led comparative and competitive market research for Gender Health SF, a service organization part of the San Francisco Department of Public Health.
- Created initial wireframes and hi-fi interactive prototype for SFGov.org.
- Align Gender health SF's new site with the existing SFGov.org style guide.

Product & UX/UI Designer

FREELANCE | San Francisco, CA | May 2017 – Present

- GLOBAL ISSUES NETWORK | UI DESIGNER | Created UI elements.
- Participated in game hackathon "Ludum Dare". Worked closely with engineers to design and illustrate art assets within 72 hours.
 - <http://superjai.com/Id46/> • <http://superjai.com/Id47/> • <http://superjai.com/Id40/>
- ONIA APP | PRODUCT DESIGNER | Created and Designed a wine journal.
- GAME SEEKER | UI DESIGNER | Created UI elements.

Business Owner

SUKA | San Francisco, CA | May 2015 – Oct 2017

- Managed a team of 15+ employees and trained both the front and back of the house.
- Developed brand identity and built a business website where the customer can make orders, view promotions, and obtain business information, such as operating hours and contact info.

Graphic, Web & Interaction Design

FREELANCE | San Francisco, CA | March 2008 – May 2015

- Worked with 20+ clients from personal to commercial projects including: Pinecrest Diner, Planet Organic, Burmese Kitchen and Regali Tutti I Frutti.
- Created and designed a brand identity, website and menu for Pinecrest Diner which resulted in a sales increase.

Graphic Designer

E&E CO, LTD. | Fremont, CA | Aug 2007 – Feb 2008

- Designed promotional items for quarterly trade shows, labels and packaging for our clients, including Neiman Marcus, Macy's, Walmart, Target, Kohl's, Pet-smart, Kmart, etc.
- Worked in a fast-paced environment with overlapping projects, events, and deadlines.
- Collaborated with the sales team to develop pitches for clients which lead to contracts.

Graphic Designer

APRIL & COMPANIES | San Francisco, CA | March 2002 – April 2005

- Redesigned the company's brand and participated in their marketing strategy.
- Designed & created marketing materials including, building signs, magazine/newspaper ads, flyers, etc.