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SKILLS

Design

UX Design
Visual Design
Interaction/UI Design
Wireframing
Prototyping
Ideation

Research

User research
Usability testing
Interviews and surveys
Qualitative analysis methods

Other

Photography Videography

TOOLS

Photoshop, Illustrator, Sketch, Figma, InDesign, Premiere Pro, After Effects, Adobe XD

CODE

HTML, CSS, JS

EDUCATION

University of Sydney

Bachelor of Design Computing, Human-Computer Interaction (HCI) March 2017 to November 2019

EXPERIENCE

University of Sydney

Multimedia and Graphics Designer July 2020 to August 2020

 2 week project with Usyd TechLab consisting of creating graphics for the virtual directory of 2020 Semester 2 Orientation Week.

Engenesis

UX/UI Design Intern November 2019 to April 2020

- Focused on wire-framing and prototyping B2C and B2B products, including a ride-share app, an online rewards app and Engenesis products.
- Working independently and collaboratively to ensure development of best practices in an agile environment along with documentation.

East Harbour Print

Junior Graphic Designer November 2015 to March 2016

- Worked with clients to analyse graphic design needs.
- Tasked with designing logo, brochures, and static website prototypes.
- Conducted in print shop duties such as printing, scanning, binding, etc.