

EXPERIENCE

Junior UI/UX Designer | Proteus-DT Sdn Bhd

Mar 2024 - Present

- Work closely with fellow designers to brainstorm ideas, develop user flows, and create sitemaps, all aimed at gaining a deep understanding of the user journey.
- Collaborate with the project manager to thoroughly understand the system and user goals, ensuring the product aligns with client expectations.
- Designing mockups and high-fidelity wireframes for websites, and building the websites using no-code tools.

UI/UX Intern | Orangesoft Sdn Bhd

Dec 2022 - Feb 2023

- Designed low-fidelity wireframes and mockups for websites using Adobe XD
- Performed user research, created user personas, and developed technical guides outlining system functionalities.

EDUCATION

Monash University Australia

July 2018 - Dec 2023

Bachelor of Information Technology - Major in Software Development
CGPA: 3.5

FIT3048/FIT3048 Industry Experience Project

- Collaborated with a team of four over the course of a year to improve a client's website by incorporating new features and redesigning its interface.
- Applied Agile Scrum methodology and daily stand-ups for project management.
- Developed user stories, mapped user journeys, and brainstormed solutions to improve the user experience.
- Exploring and learning a new language like CakePHP to further enhance and develop the system.

FIT3077 Software Engineering: Architecture And Design

- Teamed up with two others to design and develop a game in Java, inspired by the board game Nine Men's Morris.
- Discuss and explore game development options by evaluating design patterns, planning classes, and creating prototypes and domain models for structure.

SKILLS

- Knowledgeable in **Python, HTML/CSS, Java, MongoDB, SQL** and **Neo4J**
- Proficient in **Figma, Affinity Designer**, and **Adobe XD**.

CERTIFICATIONS

- Google UX Design Professional Certificate
- Microsoft Office Specialist 2010