

# EMILY LI

## UX/UI Designer



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[hello-em.github.io/Portfolio](https://hello-em.github.io/Portfolio)

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## Education

### Simon Fraser University | Interactive Arts & Technology

2021 / Vancouver, Canada

- Bachelors of Arts Diploma - UX/UI Design

## Projects

### Medical Device & App Design | Nodus App

Sept - Dec, 2020 / SFU SIAT 481 (Team of 4)

- Designed a device and an app for fake company, NODUS. The product is a PTSD coping assistant for users to better help them relieve episodes
- Conducted interviews, surveys and consulted with industry expert within a semester to propose a product that can be potentially useful in the real world
- <https://hello-em.github.io/Portfolio/Nodus.html>

### Interface Design for a Sharing Economy Company | Sawyer App

May - Aug, 2020 / SFU SIAT 334 (Team of 4)

- Designed an iOS app for a service company to find and hire licensed professions. A platform for local contractors and home owners to easily connect.
- Focused on the experience from sign up page to booking and payment.
- <https://hello-em.github.io/Portfolio/Sawyer.html>

## Experience

### Freelance Video Editing | Emily Li

Aug 2021 - Ongoing / Vancouver, Canada

- Edit shot videos for clients to use on their business platforms, specifically working with real estate videos

### Customer Experience Associate | Best Buy Canada Ltd

Oct 2021 - Feb 2022 / Vancouver, Canada

- Analyze customer's needs on an ongoing basis to assist in identifying and recommending enhancements.

## Skills

### Design

UX strategy,  
User flows,  
User-centered design  
Concept sketches,  
Experience mapping,  
Wireframes,  
Prototypes,  
Mockups,  
Branding,  
HTML5,  
CSS

### Editing

Video Editing,  
Motion Graphics,  
Photoshop

## Tools

### Design

Figma, Adobe XD,  
ProtoPie, Photoshop,  
Illustrator, After Effects

### Project Management

Milanote, Notion,  
Google Sheets