

IAN YEN

UX DESIGNER

CONTACT

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(PORTFOLIO)

UX METHODS

- Persona
- Storyboarding
- Usability Testing
- Affinity Diagram
- Contextual Inquiry
- Participatory Design
- Formative & Summative Evaluations
- Empirical & Analytic Methods

PROTOTYPING TOOLS

- Adobe Creative Suite
- Balsamiq
- HTML/CSS
- JQuery
- Bootstrap
- Javascript
- React.JS
- Dimagi

EDUCATION

MS HEALTH INFORMATICS

CORNELL UNIVERSITY, USA

2020

CUMULATIVE GPA: **4.1**

BA (HON) GOBAL HEALTH AND SOCIAL MEDICINE

KING'S COLLEGE LONDON, UK

2018

GPA: **4.0**

[FIRST-CLASS HONOURS, TOP2.3 %]

EXPERIENCE

UX DESIGNER (MASTER'S PROJECT)

HEALTH & HOPE UK | JAN 2019 - JULY 2020 | NEW YORK

- Design, develop and launch a global mobile application for population health surveillance using iterative participatory UX design.
- Plan and execute user research method to evaluate the usability and efficacy of UX and UI and formulate insights.
- Conduct workflow analysis, concept sketches, prototype design, and usability tests to inform the direction of strategies.

FRONT-END DEVELOPER INTERN

FAMILY PLUS HK | OCT 2018 - AUG 2019 | HONG KONG

- Developed UI using HTML5, CSS3 and working with CSS pre-processors, and UI Frameworks, including React, JQuery.
- Participate in our UI /UX development processes by establishing and documenting development standards.

UX DESIGNER INTERN

DNAFIT | JUN 2017 - AUG 2017 | HONG KONG

- Interpreted and analyzed research results through the lens of UX and social science.
- Directly influenced digital product strategy and design by communicating clearly and in a compelling way.

HACKATHONS

CALTECH HACKTECH

FRONT END DEVELOPER

MAR 2020

MIT SLOAN HACK FOR INCLUSION

UI/ UX ENGINEER

FEB 2020

CORNELL HEALTH HACKATHON

UI/ UX ENGINEER

FEB 2020