

CONTACT

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(PORTFOLIO)

UX METHODS

- Quantitative methodologies (survey sampling and design, significance testing, regression modelling, experimental design).
- Qualitative methodologies (contextual inquiry, interviews, usability testing, participatory design)
- Formative & Summative Evaluations
- Heuristic Evaluation
- Agile

PROGRAMMING

- SQL
- STATA
- MS Access
- Adobe Creative Suite
- Balsamiq
- HTML/CSS
- Javascript
- React.JS

LANGUAGES

- English (Native)
- Cantonese (Native)
- Mandarin (Business)
- Japanese (JLPT N2)

EDUCATION

MS HEALTH INFORMATICS

CORNELL UNIVERSITY, USA

JUL 2020

CUMULATIVE GPA: 4.1

BA (HON) GLOBAL HEALTH AND SOCIAL MEDICINE

KING'S COLLEGE LONDON, UK

AUG 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 using iterative participatory design.
- Plan and execute mixed methods to evaluate the usability and efficacy of UX and UI and formulate insights.
- Synthesise and communicate research results to different internal audiences to help magnify the impact of the findings

FRONT-END DEVELOPER

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.
- Managed and optimised landing pages of company's website with A/B tests.
- Participated in the UI /UX development processes by establishing and documenting development standards.

UX DESIGN INTERN

DNAFIT | JUN 2017 - AUG 2017 | HONG KONG

- Interpreted and analysed 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.

UX PUBLICATIONS

AMIA 2020

"MHEALTH IN MYANMAR: COMMUNITY-BASED PARTICIPATORY DESIGN OF A POPULATION HEALTH SURVEILLANCE DATA COLLECTION APPLICATION"

AMIA 2020

"REVIEW OF EXISTING MHEALTH APPS FOR SELF-MANAGEMENT OF INFLAMMATORY BOWEL DISEASE USING THE MOBILE APPLICATION RATING SCALE"

HACKATHON FINALIST X 6