

## Me

**Yoho!** I'm an Interactive Arts and Technology student at Simon Fraser University studying user experience design. With my interests in **digital media** and **human interaction**, my goal is to craft ultimate experiences for people to cherish memorable moments when they use an object in harmony.

I love to work with others by using my skills to **exceed clients' expectations**. I am capable of using English, Cantonese, French and Mandarin to communicate ideas to others. As someone who wants to create visual experiences, I apply my skillsets by volunteering in the community such as SFU's UPhoto club, Chinatown BIA Society and AniRevo. I also have a wide variety of industry experiences including my recent position as a UX and Visual Designer at IBM.

## Toolkit

### Design



### Media



## Skills

scenario visualization, critical thinking, creative exploration, user research, usability testing, prototyping, wireframing, visual mockups, photography, writing

## Industry

### IBM . Business Analytics User Experience Team 2014

User Experience and Visual Designer

tasks	Designed and edited graphical user interface elements for software products across various teams by integrating storytelling items to achieve cohesive user experience for customers. My role consisted of generating icons, mockups for report templates and dashboards using hand sketch wireframes and finalizing them in Adobe Illustrator and/or Adobe Photoshop.
result	While working with my peers, this position offered me insights on how to craft delightful user experience for business clients, such as the importance of accessibility and content visualization. Furthermore, I was then hired as a Visual Designer the next Co-op term under the IBM Business Analytics Samples Team.

### SFU . Faculty of Applied Sciences Co-op Program 2013

Special Projects Assistant

objective	Assisted various projects for the SFU Faculty of Applied Sciences Co-op program such as created print and digital materials to promote and inform the benefits of Co-op to students within the faculty. I achieved my tasks using Adobe Creative Suite softwares to design flyers, posters and booklets. I also used HTML, CSS and CQ5 to develop digital mediums such as e-newsletters.
result	As a graphic designer guru on the team, I managed to gain practice and overcame my weak skill in graphic design by polishing the SFU FAS Co-op materials to look more visual appealing.

### DivaStudios 2013

Marketing and Graphic Designer

tasks	Created print and digital graphics to promote services that the studio offers such as photography, cinematography, decors, wedding album designs and wedding dresses. I used Adobe InDesign, Photoshop, Illustrator and Lightroom heavily to develop the design layouts of flyers, posters, banners and newsletters.
result	As the work term progressed, I gained competencies in softwares that I do not use often such as InDesign where my mentor was surprised at how quickly I can come up with design ideas using the new tools.



## Involvements

### AniRevo Present

Communications and Media Staff

tasks	To promote the largest anime convention in Vancouver through forums, visuals and physically at sponsored events. Prior to the convention, I would lend a hand by making posts about the event on anime or Vancouver related forums, as well as film and photograph fashion shows held which are then posted on the YouTube community.
result	With this volunteer position, I achieved skills in communication in terms of explaining a not so common event using text and visuals.

### Chinatown Festival 2013

Photographer

tasks	Volunteered as an event photographer at a festival to capture memorable moments. I also used my marketing skills to engage more visitors to learn more about the Chinese culture when people asked.
result	The chairmen were pleased with my photos. Some of them were featured in Chinese newspapers and the Facebook page to display the excitement documented.

## Achievements

### 2nd at SIAT Showcase Competition 2013

objective	Entered a term project under the Programming and Systems Design. The original project brief was to redesign an interface (team chose the SFU SIS enrolment system). The design process involved usability testing such as identifying heuristic violations to develop two new prototypes to understand a better user experience direction.
result	Gained satisfaction from students and Simon Fraser University staffs about the new features and aesthetic implementations at the competition.

### Gr. 6 RCM examinations in Violin 2013

objective	I enhanced my musical skills by participating in the Royal Conservatory of Music examinations and competed with music students across Canada.
result	Developed musical communication with my accompanist and received an exam result of level 6 with Honours.

## Uniqueness



music

I play clarinet, piano and violin during my spare time to relief stress.



sports

Been involved in dragon boat, field hockey and swimming; competition pushes me to break boundaries in learning.



first aid

Obtained level A, B and C CPR to help someone in a medical emergency.



photography

Photography is my passion and I am an Executive at SFU's UPhoto Club.