



ilangdesign.github.io



github.com/jlangdesign



## **Education**

### **North Carolina State University**

Bachelor of Graphic Design Minor in Computer Programming Fall 2015 - Spring 2019

## **Hong Kong Polytechnic University**

Interactive Media (Study Abroad) Spring 2018



## Software + Technology





## UX/UI Design

- Figma
- Adobe Illustrator
- Adobe Photoshop
- · Adobe After Effects



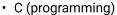


#### Development

- HTML 5
- CSS 3
- JavaScript
- React JS
- Java











#### Other

- Asana
- Adobe InDesign
- Adobe Premiere
- Postman



## **Work Experience**

### **UX/UI Designer**

Operation 36 Golf / May 2019 - Present

- Designing and refining features for the web and mobile apps through wireframing, prototyping, and user testing to increase user engagement.
- · Breaking projects down into detailed tasks with assets, wireframes/prototypes, test cases, and endpoints for the developers to facilitate feature development.
- Developing new web app features with React JS and fixing web app bugs.
- · Creating various assets including mockups, emails, packaging designs, and presentation graphics - to promote our product and brand.
- Locating and reporting bugs/UX issues to fix.

#### Front-end Web Developer

NCSU Libraries / Jul 2018 - May 2019

- · Designed, developed, and documented open-source web apps for the Immersive Scholar project:
  - · Created storyboards, wireframes, mockups, and animations to convey flows and concepts.
  - Wrote HTML/CSS to make the apps responsive to large video walls, desktops, laptops, and mobile handhelds; and wrote JavaScript to enable interactivity.
  - · Documented usage and limitations in source code, READMEs, and wikis.

## Freelance Designer

Self-employed / Mar 2017 - Dec 2017

- Designed logos for clients, such as NCSU's Leadership in Public Science (LiPS), AHECTA, and NO. IV E-Sports Club.
  - · Refined logo concepts based on client feedback while also generating other options.
  - Produced variations for use in different situations.



# **Design Skills**

Sketching

Concept mapping

**Storyboarding** 

**Prototyping** 

Wireframing

Coding

**Documenting** 

Illustrating

**Animating** 

User research

**Project management**