

Skills

Design Systems
UI / UX Design
Web Design
Front-End Development
3D Modelling & Animation
Video/Photo Editing
Interactive Prototype
Visual Effects Design
Motion Graphics
HCI Research

Experienced Tools

Adobe After Effects
Adobe Illustrator
Adobe Premiere Pro
Adobe Photoshop
Blender
Bootstrap
Figma
Github
Protopie
Miro
Unity
Visual Studio Code
Webflow

Education

The University of Queensland
Master of Interaction Design
Brisbane, Australia
Feb 2020 - Nov 2021

RMIT University
Bachelor of Design (Digital Media)
Melbourne, Australia
Feb 2019 - Nov 2019

Shih-Chien University
Bachelor of Business Administration
Taipei, Taiwan
Sep 2014 - Jun 2018

Work Experience

Design System Designer at Bupa

May 2023 - Present

Brisbane, Australia

As part of the Design System team, I help build, enhance, and optimise digital components that support digital delivery of customer-facing web and app experiences across Bupa APAC.

Job Responsibilities

- Ensuring a cohesive and consistent digital experience across design system patterns and components.
- Defining document usability and accessibility standards, and ensure best practice are considered and applied throughout the design process.
- Working closely with front-end development colleagues throughout the design and development process. Translate design solutions into code implementation and ensure optimal simplicity, performance, and quality.
- Leveraging analytics and qualitative insights to help improve performance and customer outcomes delivered via the design system.

Experience Designer (Secondment Role) at Bupa

Feb 2025 - Jan 2026

Brisbane, Australia

To support one of the initiatives as part of the enterprise roadmap, I work as a experience designer to help support the team on the new App - Blua.

Job Responsibilities

- Creating and enhancing end-to end onboarding, health data sync, and account access experience for the enterprise new mobile app
- Working with a group of overseas engineers and successfully launched the app in APAC region
- Collaborating with stakeholders (Content, Brand, Marketing...) on App/Play store visuals and content submission
- Actively engaging with Native Design system team on identifying and designing components

Product Designer (Design System) at Compare the Market

July 2022 - May 2023

Brisbane, Australia

I led the design system Mecha at Compare the Market, starting from scratch and turning it into an ongoing project. Currently, Mecha components have been implemented in both the Compare the Market website and the Pet Insurance product. Going forward, this design system is and will be a key initiative for all of Compare the Market products across the entire business.

Job Responsibilities

- Established design system that encapsulates the brand's visual identity, including typography, colour palette, iconography, and design principles.
- Followed UX / UI best practices (such as Apple HIG, Google Material Design, WCAG) to ensure components are always of the highest quality.
- Collaborated with cross-functional teams to ensure the design system is well-integrated into the development process, resulting in faster product iterations, increased scalability, and reduced design debt.
- Supported usability testing to test and validate the ideas and concepts before finalising and implementing.

eLearning Designer/Developer at etrainu

Nov 2021 - Jun 2022

Job Responsibilities

- Developed dynamic user experiences across devices (Website, mobile, tablet).
- Created and program designs to maximise interactivity.
- Designed and developed marketing and promotional materials.
- Troubleshoot HTML code in new and developed modules.

UI/UX Developer at Studio Hyphen IO

Jul 2021 - Oct 2021

Job Responsibilities

- Supported delivery of optimal UX, UI and front-end development across digital platforms.
- Improved visual design of all digital assets across devices (website, mobile, tablets).
- Scrapped the EDM design from Figma and tested the EDM I developed on Mailchimp.