

FREELANCE UI/UX DESIGNER • FRONT END DEVELOPER

LEAH WAN

SAN FRANCISCO, BAY AREA



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33 IRON HORSE LANE, WALNUT CREEK, CA

SKILLS

Visual Design

Typography, Identity/logo
Web/Mobile, Rapid Illustration

Interaction Design

Ideation, Wireframe
Rapid Prototyping
User-Centered Research
User Test

Visual Tool

Mastery of Adobe Creative Suite
Photoshop, Illustrator, InDesign

Prototyping Tool

OmniGraffle, Balsamiq, JustinMind, Grid Book

Web Front-end

HTML5, CSS3, JavaScript/jQuery, SaSS, LESS

PORTFOLIO

Design <http://dribbble.com/LeahWan>

Portfolio <https://www.leahwan.com>

EXPERIENCES

Interactive Labs Freelancer UI/UX Designer & Front-end Developer 2013 - Present

- Created user interface design of a instant message app on cross-platform mobile platforms
- Developed wireframes, high-quality prototypes, icons and buttons
- Designed and developed the website and identity logo of the corporate website

App Trilogy I Smart Sudoku Freelancer UI/UX Designer 2012 - Present

- Working with mobile developers in the team and create design documentations
- Developed flow chart, wireframes and mockups of each app game page
- Designed the user interface, icons, buttons and prepared the png files for developers
- Available on iTune Store: <https://itunes.apple.com/us/app/sudoku/id673754921?mt=8>

PlayHaven Freelancer UI/UX Designer 2013 Jun - Sep

- Designed and produced the company's product guides and ads network
- Created icons, graphic elements and layout of each brochure page
- Worked closely with the company business team to ensure the design requirements are aligned across the business and technical perspective.

LJSport Apps Freelancer UI/UX Designer 2011 - 2013

- Designed icons for three ios applications in the Apple Store: Smart Reminder, SAT Vocab, and Texas Grocery Store.

EDUCATION

City College of San Francisco Current GPA: 4.00/4.00
Visual Design in Web - Certificate 2012 - Present

Stanford Online Class Graduate with Distinction: 95%
Human Computer Interaction 2012 Fall Semester

Explored human-centered designing process and developed interaction design projects, utilizing rapid prototyping, storyboard, fieldwork, and usability study.

University of Texas at Austin GPA: 3.82/4.00
Ph.D. in Cell & Molecular Biology 2004 - 2011