Leon Lau
UI/UX / Product Design

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Work Experience

AlphaEMS / UX Designer
JAN 2024 - ONGOING, FREMONT

Currently, I am leading the design and developement the company website. Worked on mockups, wireframes, and page optimization to accomplish basic back-end interface. Handle all composition, color, illustration, typography, and branding. Working closely with teams to improve design services.

BME Capstone / UX Designer
FEB 2023 - JUNE 2023, PROVIDENCE

I worked on the design of a vaporized corticosteroid delivery system for long term treatment of pediatric asthma. I led the UX design for the app interface as well as design of physical product. My responsibilities included wireframes, sitemaps, userflows, concept sketches & visual design. Conducted user testing to support design direction and solve usability problems of an experience.

Gonsher Design / Designer
JAN 2022 - JUNE 2022, PROVIDENCE

I collaborated with engineers on multiple VR/mixed reality projects led by Ian Gonsher. Prototyped a mixed reality experience for video conferencing. I worked with the product team to define, refine, and improve product's interaction models, user workflows, information architecture, and user interface standards.

Education

Rhode Island School of Design
Bachelors in Industrial Design

Brown University
Cross-registered at Brown University taking computer science and engineering courses.

Skills

Design: Illustration & UI graphics • Strategy & vision presentation • User flows • Wireframes & Mock ups with Figma

Model: Rhinoceros • Grasshopper • Solidworks • Rapid prototyping with Keyshot • Woodworking • Metalworking

Photo and Video: Motion design with After Effects • Lightroom • Premier Pro

Programming: Java • Interactive flow with HTML/CSS

Research: User-centered • Task analysis & personal hypothesis

Collaboration: Organizing workshops • Facilitating design critique • Self starter • Detail oriented • Flexible • Comminicative

Published Work

"Integrating Interfaces into Furniture: New Paradigms for Ubiquitous Computing, Mixed Reality, and Telepresence within the Built Environment"
Co-author; published in the Media Architecture Biennale 2023