

# Iris Chan Hui Qi

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I am a 3<sup>rd</sup> year computer science undergraduate at SUTD who is looking for Summer 2026 internships in UX Design.

## WORK EXPERIENCE

<b>Government Technology Agency (Govtech) UX Engineer</b>	<b>August 2025 to December 2025</b>
<ul style="list-style-type: none"><li>Designed improved workflows and core use cases addressing unstable forms and unreliable data</li><li>Analysed existing research, manuals, and workflows to identify major system and UX inefficiencies</li><li>Prototyped frontend components in Figma using the ShadCN design system.</li></ul>	

## EDUCATION

<b>Singapore University of Technology and Design</b>	<b>September 2023 to Present</b>
<ul style="list-style-type: none"><li>Bachelor of Engineering (Computer Science and Design)</li><li>GPA 4.2/5.0, SUTD Global Merit Scholarship Holder</li><li>Date of graduation: May 2027</li></ul>	

## ACADEMIC PROJECTS

<b>Singapore University of Technology and Design</b>	<b>June 2025 to Sept 2025</b>
<b>Im-Connected, UX Designer &amp; Frontend Dev</b>	

• Designing a webapp to alleviate the workload experienced by caregivers, featuring multi-language support, easy reader mode and summarisation features hoping to make information accessible to all elderly

• Created components following use cases, programmed the webapp to be user-friendly on all devices

<b>Singapore University of Technology and Design</b>	<b>Jan 2025 to April 2025</b>
<b>Split!!Mate, UX Designer &amp; Frontend Dev</b>	

• Lead a team of 7 to design a user-friendly, group-sharing budget tracker android application using Figma, Java and Firebase that aims to improve the visibility and accountability of group purchases

• Created user flows, components, and app layouts and programming the app

<b>Singapore University of Technology and Design</b>	<b>Feb 2025 to April 2025</b>
<b>D'Light, UX Designer</b>	

• Incorporated double diamond and other design thinking skills to address the chosen problem statement

• Through user research and prototyping with Raspberry Pi sensors, developed a motion-sensored LED system that aimed to enhance safety and foster social interaction.

<b>Singapore University of Technology and Design</b>	<b>Sep 2023 to Dec 2023</b>
<b>That Time I Spilled Kaya Toast on My Shirt, Full Stack Developer</b>	

• Developed a simulation game using Python which showcases a SUTD student daily routine

• Independently managed both frontend and backend, resulting in one's growth in time management, code readability

## CO-CURRICULAR ACTIVITIES

### SUTD SteamUnity Program Run 3

- Student Mentor** **March 2025 to April 2025**
- Currently mentoring a group of 8 students ranging from Secondary to Polytechnic, implementing a solution to real world problems posed by community partners, with a focus on design thinking and innovation and sustainability

**SUTD Student Organisations Showcase 2024** **June 2024 to Sept 2024**

**Project Director**

- Spearheaded and executed a networking event for 500 Freshmores to introduce them to the vibrant student life of SUTD through its various student organisations
- Overseed all aspects of the event including execution, budget, marketing as well as coordinating between Office of Student Life and various student organisations to ensure the event ran smoothly

**SUTD Student Government (ROOT)**

**Finance Director** **Sept 2024 to Feb 2025**

- Collaborated with 6 members in the finance department, which oversaw all budget requests of events ran by ROOT
- Created a new, streamlined sponsorship deck and system for student organisations to aid them in securing funds from vendors and companies, funding their activities if required

**ADDITIONAL INFORMATION**

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- Technical Skills: Python, Java, JavaScript
- Design Skills: Figma, HTML, CSS, Canva, Adobe Illustrator & Photoshop, User Flows, Prototyping, Wireframing, Design Thinking
- Languages: English and Mandarin
- Hobbies: Enjoys playing with guinea pigs