

# MONICA FANG

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## Summary of Qualifications

### Technical Skills:

- Design Skill: Adobe Creative Suite (Photoshop, Illustrator), Sketch, Figma, InVision
- User Research and Analysis
- Graphic Design and Typography: Color Theory, Icon Design, Typography Design

### Soft Skills:

- Design Trends Awareness
- Innovative Thinking
- Communication Skills
- User Interface Optimization/ User Experience Improvement
- Project Management and Collaboration

## Education and Training

**Bachelor of Global Business And Digital Art**, University of Waterloo, Waterloo, CA

Expected 2028

- Related courses: Introduction to Digital Media Design, Customer Experience Design, Inquiry and Communication

**Summer University Program**, Cornell University SCE Program,

July 2023

## Professional Experience

### *UX/UI Designer*

Beijing Zhongke Huilian Information Technology Co.,Ltd. | May 2024 – August 2024

#### **User-Centric Design Projects:**

- Collaborated in the user interaction design and graphic design under supervision, gaining practical experience in adapting designs based on user standards and requirements.
- Contributed to the initial web page design and low-fidelity wireframe stages of a new website, which successfully moved into the high-fidelity wireframe phase.
- Participated in iterative design processes, ensuring user experience principles were meticulously integrated into website layouts and interface elements.

#### **Collaborative Team Environment:**

- Worked closely with the Interaction Design Department to merge aesthetic design with user functionality, reinforcing the bridge between graphic design and user interface.
- Engaged in regular brainstorming sessions with senior designers to refine concepts and solutions, ensuring the design met both aesthetic and functional expectations.
- Fostered a positive and energetic work environment, aiding team morale and contributing to a supportive team dynamic.

#### **User Research and Feedback Integration:**

- Assisted in conducting user research and usability testing to gather qualitative and quantitative data that informed design decisions.
- Implemented user feedback into design revisions, ensuring the final products aligned with user expectations and enhanced usability.
- Persistently consulted with senior colleagues to explore effective solutions to user-centered design challenges, ensuring optimal user experience.

### *UX/UI Designer*

Glou.co | May 2022 – July 2022

#### **User-Centric Design Projects:**

- Led and actively participated in the conceptualization and design of user-centric interfaces, ensuring a seamless and visually appealing user experience.
- Translated design concepts into tangible prototypes, incorporating user feedback for iterative improvements.

#### **Collaborative Team Environment:**

- Played a central role in collaborative design teams, contributing to brainstorming sessions and design critiques.
- Worked closely with cross-functional teams, ensuring alignment between design and development goals.

#### **User Research:**

- Actively engaged in user research activities, including user interviews and usability testing.
- Integrated user feedback into design iterations, aligning the final product with user preferences and expectations.

## Academic Project

**Customer Experience Design** - Waterloo University, September 2023 - December 2023

#### **Data Compilation:**

Collaborated with team members to organize findings from market research and interviews, establishing a systematic dataset. Summarized key information encompassing user needs, industry trends, and competitor analysis.

- **Data Visualization:**

Creatively utilized charts and graphics to present data, enhancing information dissemination. Employed tools such as charting software and design applications to transform complex market data into easily understandable visual formats.

- **App Design:**

Took a lead role in the design aspect within the team, creating icons and graphical elements using Adobe Illustrator.

Orchestrated the entire design phase of the project using Figma, from initial drafts to the final product.

Collaborated extensively with team members and counterparts from another group, ensuring the design aligned with user expectations, resulting in an aesthetically pleasing and functional App.