

CONTACT

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EDUCATION

UNIVERSITY OF CALIFORNIA,
LOS ANGELES (UCLA)
B.S. Computer Science

October 2020 – Present

Design:

User Experience Design, Digital
Mapping and Critical Geographic
Information Systems, Digital
Humanities Capstone, Coding for
Humanities

Software Development:

Software Construction, Software
Engineering

SKILLS

UI/UX design
Heuristic Evaluation
User Research
User Personas
User Journey Mapping
Wireframing
Design Systems
Prototyping
Usability Testing
Game Design
Project management

TOOLS

Figma
Adobe XD
Adobe Premiere Pro
Wordpress
MS Office
Unity

PROGRAMMING LANGUAGES

HTML/CSS
React.js
Python
C++
C
C#

Victoria Lam

UI/UX DESIGNER

EXPERIENCE

UX RESEARCHER INTERN LA HISTORIA HISTORICAL SOCIETY MUSEUM

Dec 2022 – Oct 2023

- Redesigned El Monte's La Historia Historical Society Museum's website to increase visitor engagement and make it easy to update and maintain by current and future La Historia staff and volunteers.
- Collaborated in a team of 9 researchers and worked closely with 3 museum stakeholders to scope project requirements.
- Recorded interviews with 3 El Monte locals and stakeholders.
- Researched CMS tools, worked on prototyping, and wrote instructions for stakeholders on managing the new website.

ARTIST, UI PROGRAMMER UNTITLED GACHA GAME

Jan 2023 – May 2023

- Developed a rhythm gacha video game for mobile devices with a team of 21 members and multiple guest collaborators.
- Collaborated with 13 artists to create in-game artwork.
- Coded in C# in Unity the UI design for a pop-up displaying game artwork information and a full image of the artwork.

PROJECTS

RHYTHMRY, DIGITAL HUMANITIES CAPSTONE PROJECT

April 2023 – June 2023

- Researched and designed a music app focusing on human connections with music by engaging users to record memories with music.
- Researched human relationships with music and performed heuristics evaluation on competitive music apps.
- Interviewed 2 people to design user personas, and handled usability testing on wireframes and prototypes.

ANCIENT SPANISH MONASTERY WEBSITE REDESIGN, UI/UX PROJECT

June 2022 – July 2022

- Redesigned the Ancient Spanish Monastery Museum's website to encourage interest in younger audiences around 10 years of age in learning about local history.
- Conducted field research, heuristics evaluation on the museum's website, built user personas, and performed usability testing on wireframes and prototypes.