# Rebecca Ling

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## EDUCATION

**Singapore University of Technology and Design (SUTD) | May 2019 – Aug 2022**
- Bachelor of Engineering, major in Computer Science and Design
- Global Distinguished Scholarship Awardee (Awarded to top 10% of cohort) with cumulative GPA of 3.92.

## WORK EXPERIENCES

**National Youth Council, UX Design Intern | May 2020 – Sept 2020**
- Used Figma to design a high-fidelity prototype of a web application that helps youths obtain resources related to career choices in Singapore more easily.
- Implemented design thinking frameworks such as user personas and double diamond framework to discover pain points our web application addressed.
- Conducted user testing, market research and interviews to ensure our web application appropriately solves pain points.

**Government Technology Agency, UI/UX Intern | Dec 2020 – Apr 2021**
- Prototyped multiple wireframes and UI rapidly for the Smart Nation Sensor Platform project, used across all Singapore government agencies to access sensor data using Figma and AdobeXD.
- Worked closely with developers and project managers using AGILE framework and was part of iterative design sprints.
- Leveraged on design thinking frameworks such as journey maps, empathy maps, user-flow diagrams to better understand users' different requirements and interactions to be included on the website.

**Accenture, Digital Transformation Intern | May 2021 – Aug 2021**
- Ensured requirements and features set by the client and UIUX team were met or feasible by identifying technical features needed to fulfill said requirements.
- Clarified, mapped, and documented specifications for REST and SOAP APIs using Swagger and sequence diagrams with multiple teams and clients to customise customers' online shopping experience.
- Supported AGILE project leads by developing and testing process and system APIs using Mulesoft Anypoint Studio and Postman.

## PROJECTS

**Pick Up Games Android App | Sept 2020 – Dec 2020**
- Created an android app that allows users to easily organize and participate in sports activities based on their location and preferences using Java, relevant libraries (Material Design) and public APIs.
- Conducted user interviews and created user personas to better understand pain points of users.
- Used Figma to create high fidelity prototype as reference for developers.

**SingHealth Web Application | Jan 2021 – April 2021**
- Created a high-fidelity, interactive prototype for client to better understand the features and outcome of the web application aimed to help SingHealth staff to digitalise their auditing process for food vendors in Singapore with Figma.
- Used HTML, CSS, and Django to develop the frontend functionalities of the application.
- Lead the team to ensure our web application met the requirements set by SingHealth by delegating, liaising with the client, and testing each individual functionality of the web application.

**Portfolio Website**
- Used HTML, CSS and Javascript to create my personal website, used Illustrator and Photoshop to create website assets.

## CO-CURRICULAR ACTIVITIES

**Diving Club, President | Aug 2019 - Present**
- Organized and facilitated 3 day diving trips to Tioman, Malaysia for groups of 20-30 people to learn Scuba Diving, ensuring safety and wellbeing of participants.
- Initiated and led projects for internal transformation: Promotional diving videos, marketing communications.

**Overseas Volunteering Program, Organizer | Jan – Mar 2019 | Nepal, Singapore**
- Planned and taught English curriculum for a partner school in Nepal, consulting appropriate representatives from Nepal.
- Designed and coordinated printing and selling of over 400 units of merchandise, raising over $2000 in funds for the trip.

## SKILLS

- Tools: DaVinci Resolve, Illustrator, Photoshop, Figma, Dreamweaver, XD, Mulesoft, Swagger, Microsoft Office.
- Programming Languages: Python, Java, HTML5, CSS3, JavaScript, ReactJS