Rebecca Ling
Email: rebecca.lingzw@gmail.com   Linkedin: www.linkedin.com/in/rebeccaling1209
Portfolio: http://www.rebeccaling.com/   Mobile: +6590717986

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 3.95.

WORK EXPERIENCES

Sentient.io, UI Design and Developer Associate | Sept 2021 – Jan 2022
- Created and designed the design system, user flows and visual style for ScribeRabbit, a digital product which provides AI driven transcribing service serving over 600 users
- Collaborated with product managers to revamp the user interface of Sentient.io's existing landing and platform service pages, serving over 2000 users with over 70 microservices
- Worked closely with front-end developers to develop the landing page and platform design using Quesar framework
- Crafted out user personas, user stories based on market research and analysis of ScribeRabbit's competitors, and translated findings into user flows and low-fidelity wireframe
- Helped marketing team design EDM templates on HubSpot, and created design assets or banners as needed

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 Anypoint Studio and Postman.

Government Technology Agency, UI/UX Intern | Dec 2020 – Apr 2021
- Prototyped multiple wireframes, UI and website assets in weekly AGILE sprints for the Smart Nation Sensor Platform project, used across all Singapore government agencies to access sensor data using Figma and AdobeXD.
- Created a design system to unify the design process and components needed for the platform
- Leveraged on journey maps, empathy maps, user-flow diagrams to better understand users' different requirements and interactions to be included on the website.

National Youth Council, UX Design Intern | May 2020 – Sept 2020
- Used Figma to design a high-fidelity prototype of a web and mobile 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 experience research like user testing, market research and interviews to ensure our web application appropriately solves pain points.

PROJECTS

Pick Up Games Android App, UI/UX Designer and Frontend Developer | 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, using relevant libraries (Material Design) and public APIs.
- Conducted user interviews and created user personas to better understand pain points of users, and appropriately address the user needs

SingHealth Web Application, UI/UX Designer and Software Engineer | 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, ReactJS and Django to develop the login and dashboard functionalities of the application.

SIGNR, Frontend Developer | Aug 2021 – Dec 2021

- Integrated Ruby on Rails, Bootstrap and Google Cloud APIs to create a mobile web application that can recognize and translate in real time American sign language into English using a phone camera
- Designed UML diagrams (Use case diagrams and system architecture) for product ideation in developmental stages
- Created and iteratively updated user stories based on client's business requirements and feedback over span on 6 weeks
- Employed Behaviour Driven Development (BDD) with Cucumber and Selenium to ensure user stories successfully met the client's requirements

[OCBC HACK-IT! Hackathon Challenge](), UI/UX Designer | Aug 2021
- **Went through entire design process from user research, ideation, designing and testing to create** an interactive UI mock up of a movie booking web application, and placed within top 30 of 300 applicants

CO-CURRICULAR ACTIVITIES & COMMUNITY SERVICES

Diving Club, President | August 2019 – Dec 2021
- Planned, organized and publicised 3 day 2 night diving trips to Tioman, Malaysia for a group of 20-30 people with external organizer (Blue Reef Scuba) to learn Scuba Diving.
- Created videos of the diving trips using self-recorded footage and video-editing software Davinci Resolve for the purpose of marketing future trips.
- Facilitated the diving trips by accounting for attendance and guaranteeing the safety and wellbeing of the participants.

ROOT Student Government, Director of Finance | Sept 2019 - Present
- Planned and organized the first successful physical freshman orientation camp for 400 incoming SUTD students, despite COVID-19 restrictions.
- In charge of accounting and delegating the expenses of the camp, including the participants, student helpers, and necessary props within the budget of $30,000.

OCIP, Organizer | Jan – Mar 2019 | Nepal, Singapore
- Planned and organized English curriculum for a partner school in Nepal with a team of 10, consulting with appropriate representatives from Nepal.
- Designed and coordinated printing and selling of over 400 units of sticker merchandise, raising over $2000 in funds to supplement the trip in 2 weeks.
- Able to adapt and modify our plans based on feedback obtained quickly and effectively in order to maximise engagement of children while at the school.

SKILLS

Programming Languages:
Ruby on Rails, HTML5, CSS3, JavaScript, ReactJS, Quasar Framework, Bootstrap, Django

UI/UX Skills:
Wireframing, Rapid Prototyping, User Testing, User Flows, Interaction Design, Mobile Design, Web Design, Design Research, Grid and Layout, Typography, Color Theory

TOOLS

DaVinci Resolve, Illustrator, Photoshop, Figma, Dreamweaver, XD, Mulesoft, Swagger, Microsoft Office. HubSpot, Selenium, Postman