Robert Koh

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Summary Designing digital experiences since 2010. With end to end UX to UI skills, I can take a product from early discovery stages of research and ideation, through to working with developers to push the final pixel on high fidelity UI and interaction designs.

Career History UI and Interaction Designer at VCAT

Feb 2020 - Jun 2020 (4 months)

- Contributed to design system in Figma

- Prototyped responsive designs and microinteractions for user testing

- Conducted user testing

- Created user flows

- Developer hand-off and UAT

User Experience and Interface Designer at Wave Digital

Apr 2019 - Feb 2020 (10 months)

- Worked with stakeholders to define product strategy

- Facilitated ideation workshops

- Conducted product discovery and research sessions

- Created userstory maps

- Wireframed and prototyped mobile interaction concepts

- Created React Native friendly design systems adaptable across iOS and Android

- Designed high fidelity UI for responsive web apps

- Prepared and specced designs for developer handoff

Senior Visual Designer at SEEK

Sep 2018 - Apr 2019 (7 months)

As visual designer for the Talent Search team, I was responsible for:

- Creating and contributing UI components to the design system

- Prototyping responsive UI concepts across desktop, tablet and mobile web

- Conducting user testing sessions

Interaction Designer (Contract) at SEEK

Aug 2018 - Sep 2018 (1 month)

Produced micro-interactions, animations and interactive prototypes across various Seek platforms including iOS, Android and web.

Lead Product Designer at Punters

Jun 2016 - Jun 2018 (2 years)

At Punters I designed across 2 brands: Punters (racing focused) & Odds(sports focused). My efforts included:

- Implementing a user research and user testing culture through HCD methods.

- Transitioning a Photoshop workflow to Sketch/Abstract and building a scalable design system to aid other designers.

- Rebranding and revamping UX/UI of the Odds iOS app and website, resulting in 10x betting turnover.

- Growing the design team.

- Winning the Newscorp News Foundry Hackathon 2016.

- Creating personas, userflows and prototypes

- Analysing Hotjar, Fabric and Google Analytics statistics to make data driven design decisions.

- Facilitating user testing and user research sessions

User Experience and Interface Designer at My Local Broker

Jan 2016 - Jun 2016 (5 months)

At this fintech startup my responsibilities included UX / UI design for a mortgage broking platform across iOS, Android and web.

User Experience and Interface Designer at Dreamwalk Interactive

Sep 2012 - Dec 2015 (3 years and 3 months)

Predominantly an iOS digital agency, my responsibilities included UX / UI design for clients such as Holmesglen Tafe, State Library of Victoria, Foodworks and Hardie Grant Publishing. We were also able to achieve No.1 Appstore rankings through internal entertainment/gaming apps Jam and Surfy.

English Teacher at EPIK South Korea

Aug 2011 - Aug 2012 (1 year)

Taught English to Korean students between grades 3-6

Freelance Designer at Robert Koh

Aug 2009 - Aug 2012 (3 years)

My freelance jobs involved branding, Wordpress design & development, UX/UI design for web and iOS, illustration and animation. I worked on brands such as Melbourne Victory, Nike, Public Transport Victoria and Charlie & Co Burgers.

Skills prototyping, UX design, UI design, interaction design, user testing, Animation, motion graphics, design systems, Sketch, Adobe Photoshop, Adobe Illustrator, Principle, Invision, Protopie, Illustration, Abstract App, HTML, CSS, Branding, Adobe After Effects, Zeplin, Sketching, Wireframing, journey mapping, workshop facilitation, User research, Product strategy, Figma, Miro

Education Diploma of Illustration from Melbourne Polytechnic

Graduated 2008

Master of Multimedia Design from Swinburne University of Technology

Graduated 2006

Bachelor of Visual Communication Design from RMIT University

Graduated 2005