

Sher Li TAN's Résumé



Industrial | Product | UX Designer

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Welcome to my resume!

My name is Sher Li Tan. An Industrial Design graduate seeking a design assistant or junior designer position to gain industry-paced experiences and get acquainted with on-site manufacturing processes. Well-suited to fast-paced environments while retaining creative flair and good rapport with team members. Competent in Solidworks, Photoshop, Illustrator and Microsoft Suite.

Feel free to reach out through my personal email or social media.

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About Me

- Exemplary attention to detail and brief requirements.
- Proficient in combining creativity and strategy to efficiently solve problems.
- Continuously dedicated to producing excellent quality work.
- Quick learner, able to adapt to new design software, systems and techniques.
- Ability to form and sustain productive and healthy relationships with

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► Computer Skills

Solid Modelling

- Solidworks
- Autodesk Inventor

Graphics

- Adobe Suite - Photoshop, Illustrator
- SketchBook
- GIMP
- Inkscape

Others

- Microsoft Office Suite – all programs

► Languages

- Mandarin - proficient
- Hokkien - proficient
- Japanese - conversational
- Coding languages - HTML, Java

► Education

Western Sydney University

Bachelor of Industrial Design

Key Subjects: *Design Studio, Design Thinking for Competitive Advantage, Human Computer Interaction, Programming Fundamentals.*

[See coursework experiences](#)

► Interests and Hobbies

- Crafting online content with illustrations and writing
- Customising clothing, DIY projects to create various children's toys and origami
- Discovering and trying out new recipes
- Learning new languages

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Experience

► Work Experience

Sparks & Partners Consulting Engineers

(July to August 2022)

Temporary Admin

- Resolved daily customers inquiries via phone and email, as well as fluidly directed them to requested personnel via complicated new phone system.
- Made 20+ emails per day to gather client feedback regarding proposed project fees.
- Ensured office kitchen and stationery supplies are always well-stocked.
- Consistently cleared listed tasks and met managers' requirements within 1-2 days of assignment.

Ms Dumpling

(March 2021 to July 2022)

Server

- Ensured continuous customer happiness in remembering regular customer needs and adeptly helped new customers make meal choices.
- Made sure restaurant is 100% clean, tidy and safe at all times.
- Kept sauces well stocked and arranged for both dine-in and takeaway consumption.
- Trained new team members to work cohesively in fast-paced environment.
- Confidently relayed customer wishes to Chinese-speaking only kitchen staff and vice versa.

► Other Experiences

Lifeline Australia

(November 2020 to July 2021)

Retail Shop Volunteer

- Enhanced customer perception of donated goods by coordinating with team members to achieve daily neat and fashionable arrangement of merchandise.
- Sorted, priced and labelled up to 200 new stock per day - ranging from clothing, toys to household goods.
- Supported customers in locating merchandise and decision-making.
- Helped ring up sales at cash register and bag merchandise.

Anglicare Retirement Village

(March 2021 to July 2022)

Weekend Volunteer

- Coordinated and supervised various new and fun activities to ensure elderly residents are always entertained and occupied on slow morning weekends.
- Smoothly prepared food and drinks alongside fellow volunteers according to supervisor's instructions. (Coffee shop experience)
- Established positive relationships with residents, volunteers and workers.

► Relevant Coursework

• Studio: Interdisciplinary Global

High Distinction

Small team collaboration in an evidence-based project of designing for space missions for astronaut health and space architecture in habitat design. Explored new concepts and integrated own various skills (UI design, solid modelling in Solidworks and making scaled realistic models) to fulfil my theme of research – food preparation in moon-orbiting module. A complex, multi-focus research task that gave way to fast-paced decision making and critical reflective practices.

• Design Thinking for Competitive Advantage

Credit

Designed a digital map app for physically disabled students to easily navigate around uni campus grounds. Using human-centric attributes and iterative processes, a competitive advantage was refined to ensure users have an equal experience as physically mobile students.

• Design Studio 1 : Patterns & Products, Design Studio 2: Form & Production

Distinction

Both units involved designing and producing functional prototypes satisfy the various project brief requirements, in a short timeframe.

In a semester of 15 weeks, five weeks each were designated to develop 3 projects in Design Studio 1 – 1. Produced a 1:1 scaled collaborative outdoor workspace using corrugated cardboard 2. Programmed an Arduino robot to draw a logo 3. Produced a cardboard “moving” bird-shaped lamp. Design Studio 2 involved a three-member group project to design a safety-oriented product for Surf Life Saving Australia. Our team developed an EpiPen case that has a simple cooling function so that EpiPens can retain their quality throughout entirety of a hot day at the beach.

• Human Computer Interaction

Distinction

Covered the core principles of UI/UX and the importance of user-centred methodologies in the development of IT systems. Created a mobile app prototype via Justinmind that provides clothing shoppers a 2D visualisation of “trying on” the shop merchandise. The primary goal of the UI was to be as satisfying as real-life store experience, as well as simple to use.

• Programming Fundamentals

High Distinction

Covered the basic data structures, concepts of fundamental programming features and functions of Java. Utilised these basic concepts to develop a unique and multi-level Pacman-styled game.

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Sher Li Tan's LinkedIn Profile

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