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Siloam Yeung

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ABOUT

A curious designer that strives to create postive and meaningful design in an ethical manner. Currently, working at The Peak Publications as their Production and Design Editor while studying design at SFU majoring in Interactive Arts and Technology. Has a strength for visual design and interested in further developing UX design skills.

UX DESIGN

UX/UI And Visual Designer
MySurrey Bridge — Academic Project
Spring 2020

Proposed a social web extension to the City of Surrey's website as a solution to bolstering community engagement during the pandemic.

Conducted primary and secondary research via interviews and case studies to assist in developing insights for framing our the project.

Designed and animated a mock-up and interactive document in Figma to demonstrate user flow and a concise presentation of research data.

UX/UI And Visual Designer
Refuge — Academic Project
Spring 2020

Developed an application concept where our persona can discuss their struggles while protecting their privacy to raise their self-worth.

Mocked up an interactive onboarding process in Figma to define user flow.

UI DESIGN

UI Designer
Daily UI Challenge
April 2021 – Present

Practice designing visually striking mock-ups of user interfaces for 100 days in Figma while employing design principles from course work to strengthen UI skills and explore industry prototyping tools.

PRINT DESIGN

Production And Design Editor
The Peak Publications
Jan 2019 – Present

Design engaging print layouts as the design lead in collaboration with section editors to ensure the intended tone is conveyed in each weekly issue.

Manage illustrators, assuring high quality illustrations to elevate articles and layout impact.

Additionally create accompanying vector graphics and hand-drawn digital illustrations to enchance article appeal.

COMPETENCIES

User Experience
User Interface
Prototyping
Visual Design
Graphic Design
Interaction Design
Photography
Illustration
Animation

TOOLS

Adobe CC
Figma
Sketch
HTML/CSS

INTERESTS

Flipping frame-by-frame through animation found in film and TV.

Worldbuilding for story concepts that will never see the light of day.

Building/tinkering with mechanical keyboards.

EDUCATION

Simon Fraser University
Interactive Arts and Technology (BA)
Sept 2016 – 2023