

# ANDREW XING

## UX/UI DESIGNER

Thingsbyxing.com

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### RELEVANT PROJECTS/EXPERIENCE

#### ◆ ILLUMINATE PRESSURE

2020 BIODESIGN CHALLENGE | 2020

- Collaboratively conceptualised a bioluminescent mattress topper that aids pressure sore detection
- Utilised Miro to perform affinity diagramming to gather focused insights on the experiences of pressure sore patients and their nurses
- Utilised After Effects to create animations and presentations to effectively showcase our concept to the judges, resulting in a top 6 placing in the competition

#### ◆ PETBOARD

DECO2200 | 2020

- University module in which we were tasked with designing interfaces to be used in future spaceflight scenarios, requiring research into hypothetical situations and a solid understanding of design principles
- Utilised user research skills such as online ethnography, personas and storyboarding to achieve an understanding of the users we were designing for
- Utilised Figma collaboratively to rapidly iterate and prototype screens for user testing
- Utilised Illustrator to create several realistic mock-ups of our interface on mobile and tablet screens

#### ◆ VOLUNTEER GRAPHIC DESIGNER

ST JOHNS PARRAMATTA | 2020-PRESENT

- Utilised Illustrator to create aesthetic, informative graphics for different occasions e.g. COVID-19 signage
- Utilised After Effects, Premiere and Animate to create engaging media for church members to learn from and be informed by

### EDUCATION

#### BACHELOR OF DESIGN COMPUTING

UNIVERSITY OF SYDNEY | 2018-2020

Distinction-average student

### ACHIEVEMENTS

2020 BIODESIGN CHALLENGE FINALIST

\$7,000 NEW COLOMBO PLAN  
SCHOLARSHIP RECIPIENT

Make Sense. GRADSHOW AWARDS  
SHORTLIST

### TOOLS

Adobe Suite

Figma

HTML/CSS

Miro

Github

### SKILLS

UX/UI Design

Rapid Prototyping

Visual Communication

Usability Testing

User Research

2D Animation

Video Editing

Web Design