Tam Lock Yin

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Work Experience

A*STAR, Senior UI/UX Designer, Singapore   **Oct 2023 - Present**
- Senior UI/UX Designer for the Integrated Digital Product Centre in A*STAR, designing flows, screens, and helping to turn research into intuitive products for the industry.
- Lead the UI/UX Design for various projects, from web applications (an AI Chatbot in collaboration with a Property Startup, Speech Evaluation learning products, Robotic Control products), to Unity applications (Denture Design Product in collaboration with National Dental Centre Singapore), working with industry partners and users to identify problems and gather requirements, as well as our own engineers and scientists for development.
- Created and maintained Design System for department in Figma, creating a standardised set of components and reusable screens. Promoted the use of Design Systems and gave a talk to the Software Engineering Community in A*STAR on the benefits and efficiencies to be gained.

Singtel, Management Associate, Singapore   **May 2021 – Aug 2023**
- UX Designer at NCS NEXT Experience Design, doing User Experience design under the Singtel Management Associate Programme
- UX design for Resorts World Sentosa, for the redesign of their portal and kiosks for the casino. Full design project from conducting of user testing, requirement gathering, concept design to responsive screen designs and kiosk designs on Figma.
- Front-end UI development for client (PUB), for their website redesign, working with UX designers to transform Figma designs into code to be implemented.
- Visitor Experience design consulting for client (National Gallery Singapore), conducting user research and facilitating ideation workshops to redesign the Gallery's visitor experience journey.
- Lead UI designer for an in-house enterprise navigation software, creating design in Figma and working with front-end developers to ensure product is as designed.

Graphene Services, UI/UX Design Intern, Singapore   **May 2020 – Aug 2020**
- Designed interface and user experience of new company website.
- Market research and UI design of new scheduling and collaborative task delegation product.

Partsmaster, Product Design Intern, USA   **May 2019 – Nov 2019**
- Product design of new telemetric hardware storage system through 3D modelling and prototyping.
- Mobile app layout and function prototyping of customer app for the new product through Adobe XD

Education

Nanyang Technological University, Renaissance Engineering Programme   **Aug 2016 – Dec 2020**
- Awarded Renaissance Engineering Scholarship
- Master of Science in Technology Management and Degree in Engineering Science (Mechanical Engineering)
- Relevant Coursework: Human Computer Interaction, Management of Product Development, Product Design Engineering, Business Analytics and Applied Machine Learning

University of California, Berkeley   **Aug 2018 – May 2019**

- Relevant Coursework: Introduction to Computer Programming for Scientists and Engineers, Solid Modelling and CAD/CAM fundamentals

Skills

- 3D Modelling: SolidWorks, AutoCAD, Autodesk Inventor, Autodesk Fusion 360
- Adobe Suite: Photoshop, Illustrator, XD, Lightroom, After Effects
- Agile Product Management, Figma, Invision, Microsoft Word, Powerpoint and Excel
- Data Visualization & Analytics: R
- Programming Languages: HTML, CSS (Completed "Intro to Web App Development" at Smartcademy, Completed "Bootstrap Fundamentals" by Skillsoft, "ReactJS Bootcamp" by Skillsoft), C++, Python
- Certificates: Professional Scrum Product Owner I, UI Design Patterns for Successful Software, NN/g Emerging Patterns in Interface Design
- Languages: Proficient in English and Mandarin, Learning Korean and Spanish