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Tia Mei ux Designer

EXPERIENCE

Application Developer Apprentice

Texas Roadhouse Support Center

Louisville, KY, United States - Hybrid Sep. 2024 - Present

- Independently designed and implemented a scalable Angular Material design system aligned with Material Design 3, used across all internal front end applications.
- Independently redesigned and enhanced a mobile point-of-sale system with dark mode support, improving the user experience for over 700 restaurants.

UX Design Apprentice

BRIDGEGOOD

Oakland, CA, United States - On Site May 2024 - Aug. 2024

- Led the design and launch of Apprendo, a video-first learning app for creatives of color, developed by a small team in partnership with Google's Tech Equity Collective.
- Applied Google's Design Sprint methodology to conduct 15+ user interviews, prototype in Figma, and present the product to Wells Fargo.

PROJECTS

Con Dex

 Utilized the design thinking process to create ConDex, a mobile app that helps pop culture convention vendors manage events, finances, and logistics on a centralized platform.

Furry Friends

 Applied the design thinking process to build Furry Friends, a mobile app streamlining client, pet, and schedule management for dog sitters.

EDUCATION

B.F.A Technical Theatre, Focus in Lighting Design

Western Kentucky University

Honors, Magna Cum Laude

Technical Certificate in Software Development

Ivy Tech Community College

Honors, Summa Cum Laude

Foundations of User Experience Design Certification

Ivy Tech Community College

SKILLS

Design

- User Experience
- Interaction Design
- User Interface
- Responsive Design
- Digital Prototyping
- · Wireframing
- Lo & Hi-Fi Mockups
- Design Systems
- Responsive Design

Software

- Figma
- Miro
- Trello

Development

- HTML
- CSS
- Javascript
- Git

Research

- · User Interviews
- User Testing
- · Competitive Analysis
- Journey Mapping
- Information Architecture

Other

- Agile Methodologies
- Time Management
- · Collaboration & Communication
- · Problem Solving