Vivian Ngiam

Multidisciplinary Designer | Creative Technologist

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linkedin

// EXPERIENCE

ViSenze (AI E-commerce Start-up , Singapore)
FEB 2021 - AUG 2021
Product Designer

Successfully led the design system migration from Sketch to Figma and crafted guides on the company's Medium. Spearheaded designing of end-to-end product features through UI/UX design, development and launch.

Up and Out (Social Enterprise Start-up, Singapore)
JAN 2020 - JUL 2021
Co-founder, Business and Product Design

Co-founder of social enterprise that champions a push for holistic sex education and better support for survivors of sexual violence. Previously "The Light Project". Awarded the NUS Innovation & Enterprise Practicum Award. Featured on local news.

With.Network (Alumni & Mentorship Start-up, Singapore)
SEP 2020 - JUL 2021
Product Design Lead, Founding Team

Designing and iterating UI/UX of a comprehensive platform with user-facing, admin and super admin interfaces. Featured on local news.

Gulliver (Travel Start-up, Singapore)
MAY 2020 - SEP 2020
Head of Product, Founding Team

Spearheaded product and branding direction through systematic frameworks and strategically balanced business and technical needs through effective communication with CEO and CTO. Led product design team through rapid prototyping with Figma, usability testing and a successful alpha launch.

NUS School of Computing (Singapore)
JAN 2020 - MAY 2020
Teaching Assistant for Interaction Design Course, CS3240

Developed syllabus and assignments that taught human-computer interaction design skills and reviewed undergraduate work. Taught: prototyping tools (Adobe XD, Figma, Invision, Balsamiq) and programming (HTML/CSS, Bootstrap, jQuery).

Nanolumi (Material Science Tech Start-up, Singapore)
JAN 2020 - MAR 2020
UI/UX Designer for Reyal product (contract)

Translated complex concepts into a clean, simple and intuitive high-fidelity mobile app prototype (Adobe XD) meant to be used with a counterfeit scanning hardware device for warehouse workers. Ensured smooth handover to developers.

EX.CO, formerly Playbuzz (Ad-Tech Start-up, NYC)
AUG 2018 - JUL 2019
Marketing, Storytelling Team

Conducted user research, developed product mock-ups, website wireframes, landing

// EDUCATION

New York University (NYU)
SEP 2021 - MAY 2023

- Interactive Telecommunications Program (ITP), Masters of Professional Studies
- Specializing in AR, VR, XR, animation, storytelling, empathy, music

National University of Singapore (NUS)
AUG 2016 - JUN 2020

- Bachelor of Social Sciences, majored in Communications and New Media
- Specialized and minored in Interactive Media Development
- 1st class Honors, Highest Distinction

NUS Overseas College, NYC
AUG 2018 - JUL 2019

Prestigious technopreneurship program to work full-time at New York City startups whilst studying.

// SKILLS

Software, Hardware, Data:
SparkAR, Unity, Unreal, p5.js, Maya, Blender, C4D, MAX/MSP, Oculus Quest 2, Arduino, HTML/CSS, JavaScript, C, Python, R, Octave, Orange

UI/UX: Figma, Adobe XD, Invision, Sketch, Balsamiq, Principle

Graphic Design: Adobe Photoshop, Illustrator, Premier Pro, InDesign, After effects

// ACHIEVEMENTS

pages and presented data-backed user experience and product recommendations. Conceptualized design, messaging and naming for the company's big rebrand and conducted in-depth competitor analysis for crucial brand positioning decisions. Created live campaign content for clients like LEGO, Macy's, Warby Parker, Eggland's Best, Zipcar, Hungarian Tourism and organized successful events such as at OMD Nielsen.

- Projects selected to show at the ITP Winter show 2021 (Ignite, Guided breathing interface)
- 1st Prize @HackRU Spring '19
- 2nd @15th STePS CS3216: Ora
- 2nd Runner Up @Singapore Airlines AppChallenge 2019
- Class of 2020 Class Champion
- Released original song @Spotify
- Professional Certificate in Artificial Intelligence for Non-AI Scientists (2020)
- Executive Certificate in Data Analytics and Data Visualization