## VICTOR NG

## **User Experience Designer**

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#### **EDUCATION**

#### **General Assembly**

Jun 2019 - August 2019

**UX** Design Immersive Graduate

#### **Seattle University**

Dec 2017 - Dec 2018

Web Development Certificate

#### **University of Massachusetts Amherst**

Graduated May 2014

B.A. in Information Design

#### SKILLS

Design	Tools
Wireframing	Sketch
Prototyping	Adobe XD
User Research	Figma
Graphic Design	Illustrator
Usability Testing	InVision
SUS Scoring	Photoshop
Branding/Visual	Balsamiq

# Coding Languages HTML & CSS English JavaScript Chinese

Vue.js Python

### **COMMUNITY SERVICE**

#### **Boston Free Radio**

Volunteer Broadcaster

#### **WMUA 91.1 FM**

Student Broadcaster

#### Massachusetts Public Interest Research Center

Volunteer Coordinator

#### **EXPERIENCE**

#### Mentorz | Visual Designer

Feb 2020 - Present, Seattle WA

Designed new iterations and features for Mentorz mobile mentorship app, aiming to help mentors and mentees connect with each other to achieve goals and develop new skills. Collaborated with developers and designers to propose new designs and features.

#### Mentorz | Visual UX Design Intern

Sep 2019 - Feb 2020, Seattle WA

Collected qualitative data through user interviews and surveys. Synthesized findings through affinity mapping. Designed wireframes and mockups based on user flows. Conducted usability testing and redesigned UI for the mobile application. Collaborated with developers to streamline app.

#### Hazel Analytics | Interaction Designer

Jul 2019 - Aug 2019, Seattle WA

Designed high-fidelity wireframes and interactive prototype for user testing. Delivered 4 product features of food safety app under 3 weeks. Conducted and facilitated design studio session with client stakeholders.

#### Puget Sound Trip Planner | UX Researcher

Jun 2019 - Jul 2019, Seattle WA

Directed user research process to redesign public transit app. Produced surveys and conducted interviews to identify user pain points and potential design solutions. Facilitated affinity mapping toward user synthesis and persona development. Led and moderated user testing.

#### The World is Fun | Graphic Designer

Nov 2018 - Mar 2020, Seattle WA

Produced and updated physical materials for the organization with over 5,000 volunteers and 90 staff members. Worked collaboratively with design team to create client needs such as signage, posters, anniversary logos, and volunteer badges. Created visual assets for the website and marketing pieces for the organization as needed.