Eileen To

UI/UX Design and Development

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ONLINE PORTFOLIO
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EXPERIENCE

Singtel Enterprise, Singapore — *UI Design and Developer*

OCT 2019 - PRESENT

Participated in a multi-million project, SGCore2.

- Developed and designed the Service Portal which will be utilized by all the government agencies in Singapore.
- Utilized ServiceNow for portal development (AngularJS/Bootstrap).

Government Technologies (GovTech), Singapore — *UI/UX Intern*

MAY 2018 - AUG 2018

Participated in a project in conjunction with HDB where we relook into the

- Carried out UX Research and User Testing with the general public who were the target audience of the project for critical analysis of the product prototype.
- Designed the user interface of the product prototype based on the UX research done.
- Developed the hi-fidelity mobile responsive web prototype which was used in the user testing phase.

EDUCATION

Singapore University of Technology and Design (SUTD), Singapore — *Bachelors in Engineering (Information Systems and Design)*

MAY 2016 - AUG 2019

- Computer Science Degree
- Focus: UI/UX Design and Development

SKILLS

UI/UX Design

Front-end Development

AngularJS

ServiceNow

Figma/Sketch/Adobe XD

LANGUAGES

English/ Mandarin Chinese

Ninpo Warriors — *Console Game*

MAY 2019 - AUG 2019

• Involved in the game conceptualization of a party game in areas such as the Theme, Mini-games and Gameflow.

• UI conceptualization and interaction design of the console game done to ensure that it is easy for new players.

• Developed the UI sprites to be used.

• User testing done with individuals of age 18 - 50 as this game was meant to be targeted at all age groups.

Project SOTHEA — *Redesign of Web application for NUS Medical Students*

JAN 2019 - APR 2019

• Redesign of an existing web application for NUS Medical Students

• UI conceptualization and interaction design of web application done to reduce cognitive load for users and increase doctor-patient interaction.

• User testing done with NUS Medical Students for feedback and design iterations.

Music Prediction Engine — *Conceptualization*

Sep 2018 - Dec 2018

• Conceptualized a Music Prediction Engine based on datasets that were obtained from Spotify and Billboard.

• Predicts whether a song will make it to the Billboard Top 100s and the highest ranking of the song achieved.

• Visualized the datasets obtained from the different API sources in order to analyse and conclude on the most suitable training model for this problem.

Aerial Defence — *Mobile Game*

Jan 2018 - Apr 2018

• Designed the user interface and the game mechanics which involves a remake of the old pen-and-paper game "Battleships" into an online mobile game instead.

• Developed the game using Unity3D.