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YICHANG LI

UX designer and full-stack developer with interests in interaction design, visual design, and emerging technologies. Able to take ideas from concept to wireframe to prototype to production.

EDUCATION

B.A. ENG

Computer Science
Nanyang Technological University
2012 - 2016

UX Design Immersive
General Assembly
OCT 2019 - DEC 2019

SKILLS

Tools
Sketch
inVision
Photoshop
Axure
Figma
Principle

Programming
HTML/CSS
ReactJs
Elm
Java

Design
Interaction Design
Rapid Prototyping
User Interface
Style guides
Information Architecture
User Research
Material Design

Others
Google Analytics
Git

COMMUNITY

Conducted Webpack workshops on behalf of Zalora Engineering team: Women Who Code (Singapore), Women Who Code (Kuala Lumpur), She Codes (Ho Chi Minh)

EXPERIENCE

MAR 2018 – OCT 2019 | ZALORA | SINGAPORE

Software Engineer

- Co-work with designers and product managers for Zalora's new design system to deliver consistent user experience on all web products. My main contributions were:
  - Led the CSS and React component libraries development.
  - The main contributor to the portal, including design guidelines, library documentation, and online playground.
  - Revamped the mobile website by applying the component library.
- Refactored and modularised legacy frontend codebase with Webpack and Babel for the desktop and mobile website.
- Developed features for business requirements related to the product catalog, product detail, checkout process, and marketing.

OCT 2016 – FEB 2018 | WORKS APPLICATIONS | SINGAPORE

R&D Engineer

- Awarded as Star Performer for achieving breakthrough improvement in HUE Mail(an enterprise email system) security functions. My main contributions were:
  - Collaborated with the product owner and sales team to define product requirements and road map
  - Responsible for user flows, interaction, and visual design, prototyping, user testing, and design specification documentation.
- Developed the key features e.g., Approval Flow, Contact and resolve 100+ bugs in HUE Mail.

JAN 2015 – JUN 2015 | AUTODESK | SINGAPORE

UX Designer Intern

- Designed and developed an internal peer evaluation system using the MEAN stack.
- Conducted competitive analysis for the AutoCAD block library.
- Developed interactive prototypes for Autodesk Application Manager.