



## Work Experience

### Develop for Good (volunteer)

November 2021 - April 2022

- Worked on redesigning a website for a client nonprofit org called Scattering Resources
- Lead a team of 6 members with the role of Co-PM and also acted as the UX designer
- Planned project timelines and following up with team members weekly to gauge project's success metrics
- Facilitated team meetings and client meetings to keep project's status up to date and meet goals
- Collaborated with a co-designer to create wireframes mockups for two web pages of the website

### Product Splash (design jam)

July 2021 - August 2021

- Conducted survey tests and interviews for research into the targeted user groups.
- Synthesize research data with affinity mapping and creating concise insight statements to follow up with brainstormed design solutions
- Drafted up wireframes of the prototype based off team created app flow maps

### UX/UI Intern - Rise First

March 2021 - June 2021

- Collaborated with the content team and web development team to deliver optimal running user-friendly webpages
- Designed new layouts and content/element placements for the new Media Assets page with Figma
- Drafted up wireframe mockups for the Role models page using Figma

### WeExplore (mobile app)

Spring 2020

- Designed an all-in-one mobile app that guides user to various hiking trails, photospots, and scenic views all around the San Francisco Bay Area
- Interviewed fellow hikers and sitegoers about their needs and preferences to create 3 persona profiles
- Formulated user journey map using Adobe Illustrator to understand potential user experience and further optimize future improvements
- Prototyped the mobile app to have a seamless screen transition and animation for an engaging experience using Adobe XD

## Skills

### Prototyping Tools

HTML5  
CSS  
Javascript  
Photography  
Adobe Photoshop  
Adobe Illustrator  
Adobe XD  
Figma  
Sketch

### UX Methods

Sketching  
Wireframing  
Personas  
Storyboarding  
User Research  
Usability Testing  
User Journey Map  
Brainstorming

### Soft Skills

Communication  
Teamwork  
Problem-Solving  
Time Management  
Critical Thinking  
Decision Making  
Organization

## Education

Bachelor of Fine Arts Degree in Interaction and Game Design  
California State University East Bay (CSUEB) | Hayward, CA

### Career Related Coursework

Ux Theory and Design  
Web Design 2

Interaction Design Studio 2  
Principles of Design

Typography  
Interaction Design and UX