

EDUCATION

2020-2021

Parsons School of Design, New York
MPS, Communication Design (UXUI)

2015-2020

University of Michigan, Ann Arbor
BA, Art & Design (Visual)
BMA Piano Multidisciplinary
(Performance)

SOFTWARES

• Adobe XD • Figma • Sketch •
Invision • Origami • HTML • CSS •
Javascript • Adobe Photoshop •
Adobe Illustrator • Adobe Indesign •
Procreate • Final Cut Pro • Adobe
AfterEffects • Adobe Premiere • Adobe
Creative Suites

SKILLSET

• Graphic Design • Illustration • UX
Research • Low fidelity prototype •
High Fidelity Prototype • User Testing •
Prototyping • Storyboarding • User
Experience Design • User Interface
Design • Personas • Storyboarding •
User Interviews

LANGUAGES

English Native
Mandarin Fluent
Japanese Intermediate - Advanced

AWARDS

Licentiate of the Royal Schools of Music
Diploma of the Royal Schools of Music
Associated Collegiate Press 2018
Cartoon of the Year - Finalist
Michigan College Press 2019 - 2nd
Place

ORGANIZATIONS

Sep 2016 - May 2019
Wolvering CuiZine - Vice President and
Creative Director, University of Michigan
Sep 2016 - May 2020
Michigan Taekwondo - Black belt
competitor and Executive Media Editor,
University of Michigan

WORK

UXUI Designer

UNICEF
Sep 2020 - Jan 2021

Conducted research and interviews to create a high fidelity prototype of an Augmentative and Alternative Communication technology. Delegated work and created the project timeline as the unofficial project manager,

Received positive feedback where users were impressed with the upgraded experience with the new design as compared to the previous version.

Managing Design Editor

The Michigan Daily
Sep 2018 - May 2020

Restructured the design team so members received equal opportunities and collaboration chances. Managed all illustrations, infographics, layouts and ads.

Successfully fought for more design freedom in the newsroom by introducing data visualization, multimedia, and creative layout collaborations with other departments in the newsroom.

UXUI Intern

Coffee Exchange
May 2020 - Sep 2020

Singlehandedly created the US webpage and the mobile app of the company, where clients can find information, create accounts, and build their shop with the newly designed dashboard.

By implementing SEO for the website, the traffic to the company's website rose by 40% within the first month. Customer retention for the mobile app also increased after an improved user experience and interface design.

Design Intern

Los Angeles Times
Jun 2019 - Aug 2019

Shadowed the product design team and participated in their user research process utilizing sketching, affinity diagrams, and mockups that helped understand competitors within the journalism industry.

Received responsibility to be in charge of front page layouts after winning trust from management. Communicated with senior editors of other departments and attended executive meetings to plan headline stories together.

Visual Design Intern

DDB Worldwide
May 2018 - Aug 2020

Participated as a primary researcher for a digital learning application for the Singapore Ministry of Education. Conducted usability testing for different prototypes where feedback was successfully implemented into the final product used in the country's mandatory history education classes.

PROJECT

Jellyfish Jim

Digital Mobile App
Dec 2019

Created an app with a team of 4 to promote dental hygiene for children with braces. Conducted interviews with multiple orthodontists and moderated usability tests with children with lofi and hifi designs. Our app was selected to be presented to dental professors at UCLA for potential implementation and research.

Zoom Features

Mobile Feature
Dec 2020

Designed two features for Zoom to improve communication and consolidation of information and shared files. Went through the process of multiple research methods including usability testing, think aloud, landscape analysis, observational research, storyboarding, surveying and flow charts.