

USER EXPERIENCE DESIGNER

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## **SKILLS**

#### **Tools**

Proficient

Sketch InVision Balsamiq Photoshop

HTML/CSS

Intermediate

Figma Origami
After Effects JavaScript
Bootstrap d3.js

Familiar

Framer.js Illustrator

#### Methods

Sketching
Wireframing
Prototyping
Usability Testing
Personas & Storyboarding
Information Architecture
Market Research
Contextual Inquiry
Interviews & Surveys

#### Languages

Chinese English
Japanese Cantonese
Ancient Greek

## **EDUCATION**

## **Cornell University**

M.P.S in Information Science Concentration in UX Design

## **University of Washington**

B.A. in Communications B.A. in Japanese Linguistics

## **EXPERIENCE**

**User Experience Designer** • Mutual of Omaha Insurance Co.

2018.10 - Present | Omaha, NE

- Works directly with product owners and business analysts on customerfacing platforms to increase customer satisfactions through user research and user testings
- Supports the business relationship through creating intuitive user flows and designs to maximize agents' interactions with the clients.
- Works in an agile environment with a cross-functional team. Incorporates team feedback into design quickly and effectively through wireframes and prototypes.

# **UX Designer** · ShareBlock Inc

2018.03 - 2018.10 | Seattle, WA

- Led the design of YiRental's design system, creating and managing design guidelines and components libraries across various platforms.
- Generated design solutions to improve overall user experience YiRental through research and data analysis, which increases app usage by 30%.

#### **UX Design Intern** · Shenzhen Huge Tech. Inc.

2017.06 - 2017.08 | Shenzhen, China

- Redesigned the company website through collaboration with crossfunctional teams, which led to 43% increase in customer satisfaction.
- Conducted user research and successfully transferred analysis result into actionable design recommendations through information architecture, user flows, and interactive prototypes.

#### **PROJECTS**

**UX Designer** · Fedora Hubs: Mentorship Widget

2017.08 - 2017.12

- Designed widgets to improve Fedora community's on-boarding process and experiences.
- Led the user research with Fedora Community. Iteratively designed low, medium, and high fidelity prototype based on client and user feedbacks.

**UX Designer** · Calme: Stress Management App

2017.02 - 2017.05

- Designed a stress management app for students through a peercounseling platform.
- Conducted user research with various stakeholders in translating user's goals, capabilities, and limitations into product design.