

## SKILLS

User Research  
Site/app maps  
User/Task Flows  
Sketching  
Wireframing  
Prototyping  
User Testing  
Style guides  
UX Design  
UI Design

## TOOLS

Adobe Photoshop  
Adobe Xd  
Sketch  
Figma  
Adobe Illustrator  
Invision  
Marvelapp  
Trello  
AutoCAD  
Google Sketchup  
HTML & CSS (learning)

## WORK EXPERIENCE

### UX/UI designer

● UX/UI Designer - **EWO** Jan 2020 - Present  
Eyes Wide Open, a startup marketplace in the health and wellness industry. Responsibilities include user journey mapping and low to high fidelity wireframes. Ideate and work collaboratively with senior management and engineering.

● UX Designer - **Apple** (Contract) Sep 2019 - Nov 2019  
Designed Invoicing automation system for major business groups including Apple pay and Gift cards. Responsibilities:

- Research and identification of problems through stakeholders talks and user research.
- Designing and validation of workflows and interfaces through iterations.
- Collaboration with multiple roles to help define requirements and brainstorming.

● UX/UI Designer - **Freelance Projects** Aug 2017 - Present  
Worked on information architecture, interaction design and visual design of projects including iOS apps for Implant and Cosmetic Dentistry (harbor), Apartment Management, Party and Event Planning (InTwine), Fabric selection platform for interior designers (Fabricut) and more.

**Architect** | *Freelancer* March 2016 - July 2017

- Worked primarily in the design phase of several residential projects.
- Drafted various design drawing and 3d models using AutoCAD and Sketchup and made subsequent adjustments based on client's requirements and feedback.
- Responsible for creating a standardized library of construction detail drawing.

**Architect** | *Landmark Consultants* Sep 2009 - Apr 2010

- Responsible for providing Architectural designs, space planning and landscape design for Residential and Commercial buildings.
- Meeting with clients to determine their requirements and discussing design ideas.
- Assisted with production of construction drawings such as working drawing and electrical plans.

## EDUCATION & TRAINING

### Bachelors in Architecture

*University of Engineering and Technology* | 2004-2009

### User Interaction Design Courses

*UC San Diego (on Coursera)* | 2018

### User Experience Design

*Designlab* | 2018