

JANETTE LI

UX Designer/Product Designer
Master of Digital Media

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Experience

The University of British Columbia

UX Designer Intern Sept 2020 - Present

Collaborated with the Faculty of Medicine to create user-centred strategies for an interactive web-based robot and an online specimens learning tool.

Center for Digital Media

UX Designer Sept 2018 - Aug 2020

Collaborated with classmates from various backgrounds to offer product design support including needs analysis, prototyping, website & app design development and user testing for three capstone projects in an agile environment.

JiuWen Technology co.,ltd

Product Manager Dec 2017 - July 2018

Managed online course management system in a multidisciplinary team from product conception through launch, which supported customers' teaching experience.

Freelancer

UI Designer July 2018 - Continuing

Developed visual mockups and branding assets for client-based projects.

Education

Center For Digital Media

Master of Digital Media

*Accredited by UBC, SFU, Emily Carr and BCIT

Beijing Normal University

Bachelor of Culture Industry Management

Bachelor of Philanthropy Management

*Graduated as Honour Student

Project

Kontech

Collaborated with Kaizor Innovation Consultancy to create user recruitment platform on Wechat mini-program.

CoForm

Worked with Gall Legge Grant Zwack LLP to create a Web Portal for lawyers to efficiently manage court order hearings.

Realwheels Production Site

Collaborated with Realwheels Theater to create a remote communication website for people with disability.

Van VRapp

Design an web-based virtual lab for medical students to study specimens remotely.

Improv Bot

Design a web-based chatbot to develop student's soft-speaking skills.

Tools & Skills

Figma Sketch Invision
Principle Adobe Photoshop
Zeplin Adobe Illustrator
User Journey Style Guide
Affinity Diagram Persona
Information Architecture