

Angela Yang

UX/UI Designer | New York

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UX Designer with a background in hospitality and health science. Experienced with consumer relation and critical analysis. Skilled in creating opportunities to solve problems. Aimed to provide seamless experience through empathic design. Proficient in communication, teamwork and creativity.

PROJECT

Mobile Web Design and Branding

UX / UI Designer | Information Architect Lead | Design Lead | Researcher

Canna-Lux (Event Unleashed), a cannabis franchise focused on providing immersive experiences for events and private functions. Team of 3 UX Designers created web prototypes and established brand identity.

- Conducted users interviews, researched needs and frustrations of event planners in interested of cannabis
- Synthesized insights to create persona and prioritize features
- Tested low and high fidelity prototype. Made iterations to improve usability
- Established brand identity to showcase the business from logo design to incorporating cannabis discrimination

EXPERIENCE

OPERR Technologies Inc., NY — *QA Tester & Designer* May 2021 - Present

A leading service provider providing technological solutions to the transportation industry. Partnered with bases licensed by New York City's TLC and our numerous alliances with the Non-Emergency Medical Transportation (NEMT) brokers, make OPERR® one of the best technological solutions for NEMT.

- Tested out product's functionalities and usability on multiple platforms
- Advised team design iterations aimed to improve user experience
- Communicated and collaborated concisely with cross-functional team

General Assembly — *Immersive UX/UI Design Apprenticeship* Sep 2020- Dec 2020

A full-time, industry- led, immersive course covering UX Design skills and processes. Acquiring strong knowledge of agile UX best practices and developed a diverse arsenal of UX skills. Over 480+ hours of hands-on instructional and professional training in agile UX design practices

EDUCATION

CUNY- Queens College, NY — *BS in Nutrition & Exercise Physiology*

- Digital Animation Course

SKILLS

UX: User Research, Information Architecture, Usability Testing, A/B testing, Heuristic Evaluation, C&C Analysis

UI: Rapid Prototyping, User Interface Design, Mobile & Web Design, Interaction Design

Tools: Figma, Webflow, Sketch, Invision, Adobe Suite (XD, Photoshop, Premiere Pro, After Effects, Light Room)

LANGUAGES

English, Mandarin