

## EDUCATION

### University of California, Berkeley

*Expected Dec 2023*

- **Master of Design**, Design for Emerging Technology

### University of California, San Diego

*June 2021*

- **Bachelor of Science**, Cognitive Science with Specialization in Design & Interaction
- **Bachelor of Arts**, Interdisciplinary Computing & the Arts

## PROJECT EXPERIENCE

### UX Designer

UCSD Design Lab x Dexcom Inc

*January 2021 - April 2021 | San Diego*

- Collaborated closely with Dexcom team to translate complex user problems of healthcare practitioners using CGMs during COVID-19 pandemic into end-to-end solutions via user flows, wireframes and high-fidelity mockups.
- Conducted 10+ qualitative user research with local Diabetes Nurse Educators and Endocrinologists using different research methods (interviews, card sorting, etc.), and increased the Product Satisfactory Rate from 33% to 100%.

### TutorSpace - UX Lead & Founder

*May 2020 - June 2021 | San Diego*

- Drove the design and product process using human-centered design methods from early vision concepts to pixel-perfect delivery to connect tutors and students on and off campus.

## WORK EXPERIENCE

### UX Designer

TiMi Studio Group (Tencent Games)

*Full Time, April 2022 - July 2022 | Shenzhen, China*

- Designed user experience flows, wireframes, low/high-fidelity prototypes for game systems and in-game events.
- Worked cross-functionally with engineers, operation specialists, and product managers to improve and expand existing systems based on UX testing results.
- Performed UX walkthroughs to identify usability and accessibility issues in UI and gameplay designs and proposed solutions.

### Overseas Operation Specialist

TiMi Studio Group (Tencent Games)

*Full Time, July 2021 - April 2022 | Shenzhen, China*

- Conducted user and market research to increase player engagement in communities (Twitter, Facebook, Youtube, etc.) for Pokémon Unite; increased post engagement by 60% across platforms.
- Worked closely with The Pokémon Company, brand partners, and vendors to leverage creative visual content and form content strategies.
- Built content production pipeline with the design and product manager team to improve in-house production efficiency by 200%.

### UI Designer Intern

Tencent Ads

*Intern, July 2019 - September 2019 | Shanghai, China*

- Help created wireframes, visual mockups, and prototypes for 3 projects.
- Work with stakeholders and design teams to drive alignments and deliver high standards designs.

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## SKILLS

### Design

Interaction Design  
Visual Design  
Wireframes  
Low/High-fidelity Prototyping

### UX Research

Usability Test  
Heuristic Evaluation  
Primary/Secondary Research  
Competitive Analysis

### Software

Figma, Adobe XD  
Photoshop, Illustrator  
FinalCut Pro  
Python, C++, Processing