

### **Product Designer**

Medscape/WebMD July 2021 - Present

- Led research, UI, UX, prototyping, visual design, and branding for a medical journal aggregator app for iOS, Android, and Web app
- Collaborated with other designers, PMs, and devs across different Medscape design initiatives
- Led the development of the Medscape's illustration system
- Active contributor in the creation and documentation of a design system across the organization

### **Interactive Designer**

University of British Columbia Sept 2019 - June 2021

- Led the complete UI/UX redesign of the eLearning website.
- Designed and developed interactive online learning modules for practicing physicians.
- Created multimedia assets including medical illustrations, icons, interactive tools, diagrams, data visualizations, and motion graphic videos to communicate learning content.
- Held working group meetings with subject matter experts to meet instructional end goals for the target audience.

# Interactive Media Design Co-op

Vancouver Coastal Health May - Sept 2019

- Designed and developed RPACE, a website-based online learning module.
- Created storyboards, attended working group meetings, and developed interactive activities and assessments.

# **Graphic Designer**

VIFF Aug - Oct 2017

 Produced artwork and multimedia marketing material following branding guidelines.

# Lead Designer and Marketing Asssistant

Vancouver Fringe May - Dec 2016

• Designed all marketing materials, including a program guide and other print/web deliverables

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#### **EDUCATION**

Emily Carr University of Art + Design

BDes - Interaction Design 2014 - 2019

#### SKILLS

UI/UX design
User Interviews
User Testing
Prototyping
Illustration
Iconography
Visual design
Branding
English/Mandarin

#### TOOLBOX

Figma
FigJam
Miro
Illustrator
Photoshop
InDesign
Jira
HTML/CSS
Brackets