

Angela Yang

UX Designer | New York

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UX Designer with a passion for making meaningful impacts and a background in consumer-business and applied science. Specializes in UX & UI practices, product design, design system, wireframing/prototyping, information architecture, and design thinking. Aims to provide seamless experiences through a data driven and user-centered approach. Proficient in communication, empathy and creativity.

EXPERIENCE

National Democratic Training Committee — UX/UI Design Fellow Jan 2022 - Present

- Builds component library in creating a multi-hierarchy, versatile, and adaptable design system for both design team and development team with advanced Figma tools.
- Applies Atomic Design method to provide the team an efficient and flexible way of product building. From creating basic building blocks to page mockups.
- Designs responsively for different breakpoints and devices. Implements accessibility design following A11Y accessibility guidelines.
- Coheres designs with the design team and product managers by checking-in consistently, discussing feedback, iterations and goals.
- Hands-off final designs to developers with proper and clear annotations that meet the development team's requirements.
- Redesigns website pages. Analyzes current style and behavior with HTML & CSS.
- Maintains balance between user needs, technological constraints and marketing.
- Executes design requests for cross-team projects. Adjusts scopes if necessary.

Whim — UX/UI Designer

Dec 2021 - Present

- Establishes complex product site map, architecture and wireframes, focuses on the needs and pain points from both shopping and selling experiences.
- Creates product UI, from low-fidelity sketches to high-fidelity screen mockups and interactive prototype. Presents deliverables to stakeholders.
- Builds a design system collaboratively with the design team, marketing team and product managers. Applies branding guidelines to increase user engagement.
- Conducts design sessions includes but not limited to building navigation and layout.
- Adapts shifting of scope promptly in a fast-paced start-up environment.
- Applies comparative and competitive analysis, seeks inspiration of product flow. Aims effortless user-flow and low error occurrence rate. Especially for the user sign-up/login flow and check-out flow.
- Follows up with design and technology trends. Brainstorms possibilities of implementing new trends to the products.

OPERR Technologies, Inc., NY — Digital Designer

May 2021 - Jan 2022

- Iterated Mobile App and Website UI, implemented design elements with user-centered approach. Solved UX & UI problems, improved E-Commerce platforms.
- Built Information Architecture, aimed for effective information hierarchy to speed up task completion rate and adoption time.
- Produced Product Brochures to promote business and revenue growth.

EDUCATION

General Assembly — UX (User Experience Design Immersive (Certified))

- Over 480+ hrs of hands-on instructional and professional training in UX Design process.
- Handled real-life design requests, various projects, working as a team and individually.
- Practiced user research, prototyping, interaction & accessibility design and design theories.

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

SKILLS

UX: Information Architecture, Navigation, User Research, Usability Testing, Heuristic Evaluation, C&C Analysis, User-scenarios

UI: Design System, Prototyping/Wireframing, Mobile/Web Design, Interaction Design, Accessibility Design, Color Theory

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

KNOWLEDGES

HTML, CSS