

## Contact

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## Education

### Academy of Art University Interaction & UI/UX Design (MA)

SEP 2022- MAY 2025

Relevant coursework: Interaction Design, User-Centered Design, Design Thinking, Information Architecture, and User Research

## Skills

### Software Tools

- Figma
- Figjam
- Adobe Creative Suite
- Flutterflow
- Webflow
- Sublime
- Xcode

### UI/UX Design

- User Research
- Interaction Design
- Visual Design
- User Testing
- HTML & CSS

## Project

### Melting Hope

*Eco-friendly learning game mobile app*

- Identified competitors, segmented target audience, and developed market strategy.
- Collected user feedback to guide product development.
- Defined user needs and prioritized feature development.
- Transformed requirements into interactive design using Figma, optimizing development process.

## Libri

*AI Assistants for Libraries*

- Identify market challenges and user needs through online research and user feedback analysis.
- Develop detailed user profiles, including User Journey Maps and User Stories, to inform the design process.
- Integrate AI features and create a Figma prototype for the system.

## Experience

### A-Max International Co., Ltd.

Assistant Designer

JUL 2017 - JUN 2021

- Planned exhibition visuals and information flow for International Hardware Fair Cologne.
- Managed packaging labels, ensuring visual consistency and accuracy.
- Executed typesetting and printing, applying visual design principles.
- Coordinated with printers, ensuring accurate design execution.