

English Resume Writing

OBJECTIVE	To create desirable products and services that are functional and aesthetically pleasing through user-centered design methods.
SKILLS	Design thinking, design research, ethnography, contextual interviews, scenarios, story boards, conceptualization, prototyping/testing, wireframes, UI design
WORK HISTORY	<p>Samsung <i>Interaction Design Contractor</i> - Rancho Dominguez, CA Aug 10-Present</p> <ul style="list-style-type: none">• Visual/interaction design work for a year 2015 digital appliances concept project. <p>MySpace <i>Interaction Design Contractor</i> - Beverly Hills, CA May 10-July 10</p> <ul style="list-style-type: none">• Evaluated needs across the different 'My' products (My Photos, My Videos, My Friends, etc) in order to create universal wireframe templates for the next generation MySpace to instil a holistic experience for the users. <p>Lofty <i>Interaction Designer Freelance</i> - Berkeley, CA Feb 10-March 10</p> <ul style="list-style-type: none">• Interaction design work for an iPhone application: Soundcheck <p>Cisco Systems <i>User Experience Design Contractor</i> - San Jose, CA Oct 09-Jan 10</p> <ul style="list-style-type: none">• Member of user experience team in the collaboration business technology group, designing an online networking/collaboration application to promote productivity• Created a document auditing existing user interface (UI) patterns across all Cisco products for gap analysis in order to unify future products• Created information architecture, user flow diagrams and wireframes for internal help community site content within the application <p>Ergonomidesign AB <i>Interaction Designer</i> - Stockholm, Sweden Aug 06-May 08</p> <ul style="list-style-type: none">• User interface (UI) and graphic user interface (GUI) designs: usability evaluation, icon design, ergonomic consideration between hardware and software, for projects including digital media retrieval, medical devices, transportation & way-finding• Design research: field observation, interviews, questionnaires and evaluations, for analysis of existing products• Close collaboration with client and software programmer in development of hi-fi prototype for user testing: planning, testing and evaluation• Member of internal Inclusive Design and Emotional Ergonomics groups <p>Myra Industriell Design AB <i>Interaction Design Consultant</i> - Stockholm, Sweden Jun 06-Jul 06</p> <ul style="list-style-type: none">• Designed 3 GUI concepts for a handheld device used by professional male users based on chosen styles while harmonizing with the hardware <p>Microsoft Corporation <i>Thesis Distance Collaboration and Sponsorship</i> - Redmond, WA Jan 06-May 06</p> <ul style="list-style-type: none">• Master's thesis project <i>REMI</i>: keep legacies alive through collaborative story sharing with digital photos among social networks. A concept project with emphasis on the IxD design process
EDUCATION	<p>Umeå Institute of Design, Masters of Arts in Interaction Design</p> <p>University of California, Los Angeles, Extension, Diploma in Interior Design</p> <p>University of California, Berkeley, Bachelor of Arts in Psychology</p>
SOFTWARE LANGUAGES	<p>Photoshop, Illustrator, InDesign, Flash, Omnigraffle, Windows & Mac</p> <p>Fluent in English and Chinese (Mandarin, Taiwanese and Hakkanese), basic knowledge in Swedish</p>
INTERESTS	Hardware-Software Integration, Design Thinking, Design Research, Human Factors, Emotional Design, Inclusive Design & People