CLARA CHIN

UI/UX Designer

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Experience

Software Engineer (UI/UX)

ST Engineering — March 2023 to Present

- Designing and creating a streamlined UI/UX experience, focusing on conciseness while ensuring an intuitive and engaging user interface, while seamlessly merging user-centric design principles.

UI/UX Design Intern

Aimazing — Aug 2022 to Feb 2023

- Influencing the shape of the product with research and data while executing design work using high quality wireframes, mockups, user journeys, and cross-platform interactive prototypes.

UI Developer

Time n again — May 2022 to Jul 2022

- Designing, developing, and implementing front-end architecture to support user interface concepts, optimizing the quality, performance, and user experience of the customers' shopping experience.

Projects

Ease (*link to project*)

Solo Project — Dec 2022

- Conceptualized, designed, and prototyped a subscription tracking app, synthesized user insights into feasible design decisions within a 1-week timeline.

DailyUI (*link to challenge*)

Challenge — Sep 2022 to Jan 2023

- Engaged in the DailyUI challenge, creating designs based on daily prompts to enhance my skills and explore diverse design patterns and trends.

EzTour (*link to project*)

School Project — Sep 2021 to Dec 2021

- Took the role as the main designer in a team of 5, crafting and prototyping a group project website focused on creating tours.

Education

Coursera

Google UX Design

DigiPen Institute of Technology

Bsc. Computer Science and Game Design

Skills

User Research / Ideation
Personas / Storyboarding
Wireframing / Prototyping
Low to High Fidelity Design
CSS / HTML / Javascript

Tools

Figma / Miro / Adobe XD
Photoshop / Illustrator

Languages

English

Native proficiency

Chinese (Mandarin)

Native proficiency

Hobbies

Dance / Games / Music
Cooking / Musicals