



xinni chng

USER EXPERIENCE DESIGNER

<http://xinni.co>

📍 SF Bay Area
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✉ hello@xinni.co

SKILLS

DESIGN

Responsive Web Design,
Mobile design, Visual
Design, Game Design,
Illustration

METHODS

User Research, Competitive
Analysis, Wireframing,
Prototyping, Usability
Testing, Statistical Analysis

TOOLS

Adobe Creative Suite,
Sketch, Principle, Invision,
Balsamiq, R Studio, Cogtool

TECHNOLOGIES

HTML, CSS, JavaScript,
C++, Java, JQuery, Angular,
React, Ionic, Grunt, Gulp,
QT, SQL, Firebase

EXPERIENCE

Google — User Experience Design Intern

MAY 2016 - PRESENT

Bridging the world - collaborating with designers, engineers and product managers to build an improved experience for Google Translate.

NUS School of Computing — Teaching Assistant

DEC 2015 - MAY 2016

Collaborated with the lecturer to craft a new syllabus for User Interface Development; Conducted lectures on responsive design and best web practices to 50+ students and held one-on-one help sessions.

IDA — Product Design Intern

DEC 2015 - MAY 2016

Worked with an agile team to build a streamlined grant application system to benefit thousands of local businesses; Presented usability improvements; Created high fidelity mockups; Conducted user studies; Pioneered developer documentation in a fast-growing 50-man team.

PACIS — Product Designer and Developer

JUN 2014 - JUL 2015

Did branding, design and development work for the 19th Pacific Asia Conference on Information Systems' official website and mobile app.

EDUCATION

National University of Singapore — B. Computing

2012 - 2016

Bachelor of Computing (Honours with Distinction) in Communications and Media. **Distinctions:** Software Engineering (A), Interaction Design (A+), User Experience Design (A+), Human Computer Interaction (A+). **Awards:** Deans List AY15/16 Semester II; Winner of SoC design competition; Three time prize winner of SoC Term Project Showcase; FYP Innovation award finalist

PROJECTS

Nibble — Food Logging App, Final Year Dissertation

Designed and coded a food logging app proven to improve users' diets; Conducted surveys, competitive analysis, efficiency analysis and a literature review; Deployed two iterative usability studies on the app and analyzed results with Excel and R