

# NICOLE LO

UI/UX designer

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## ABOUT ME

I am an interaction designer focused in *user interface and experience design*. To me, designing is an ongoing learning process; it is constantly *refining and iterating*. I believe that a good designer reflects every details in their daily life and generate impacts on others.

## EDUCATION

### Simon Fraser University

Interactive Arts & Technology  
Bachelor of Arts, 2014 - 2019

## SKILLS

### UI/UX

Sketch | Flinto | InVision | Adobe XD

### Graphic Design

Adobe Illustrator | Photoshop | InDesign

### Programming

HTML & CSS | Java | PHP | MySQL | JQuery

### Post-production

Adobe Premiere Pro | After Effect

### Soft skills

Communication | Team Work | Responsible

### Language

Cantonese | Mandarin

## INTEREST

Photography | Illustrate | Travel

## WORK EXPERIENCE

### Client Experience & Digital Intern

Sun Life Hong Kong Limited | 2018 May - 2018 Dec

- Collaborated with a senior designer to *iterate and enhance* the company's mobile application by adding eClaims, fund switching features and redesigning registration process.
- Cooperated with business and development team to define the requirements of the company's group health mobile application. *Designed and prototyped interfaces* using Sketch and InVision.
- *Conducted user testing* to receive feedback on the company's digital products by giving user tasks, questionnaires and evaluation. Collected and organized the results into videos and presentation deck.

### Graphic Design Intern

KOKKO Made Enterprise Inc. | 2018 Jan - 2018 Apr

- *Editing and retouching product images* in accordance with the company's guidelines using Adobe Photoshop

## ACADEMIC EXPERIENCE

### UI/UX Designer

Enroute | User Interface Project | 2017 Jun - 2017 Aug

- Enroute is a walking tour mobile application that aims to create an interesting and convenient tool for travellers and residents to explore the attractions in Vancouver.
- Organizing user's goals and frustrations; Converting results into *persona and journey map*
- Communicating with teammates; establishing *mock ups and wireframes* using Sketch
- Creating *interactive prototype and animations* from Flinto in order to present intuitive user experience