TEH HUI YUN

UIUX Designer

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tehhuiyun.com

SKILLS

CREATION

Figma
Adobe Photoshop
Adobe Illustrator
Axure RP

BRAINSTORMING

Miroboard

DOCUMENTATION

Jira
Trello
Notion

TECHNICAL SKILLS

User Research
Usability Testing
Prototyping
Wireframing
User Journey Mapping
User Interface
HTML
CSS

LANGUAGES

English
Chinese
*Highly proficient in both spoken and written Chinese and English

EDUCATION

2020 - 2024

DigiPen Institute of Technology Singapore

Bachelor of Arts in
User Experience and Game Design

AWARDS

IGG Scholarship, Year 2

2017 - 2020

Temasek Polytechnic

Diploma in Game Design and Development

AWARDS

Edusave Certificate of Academic Achievement
(2017, 2018 & 2019)

Hi! I'm Hui Yun, a recent graduate in User Experience and Game Design from DigiPen Singapore. Skilled in user testing and research,
I'm adaptable to new challenges and passionate about crafting user-centered designs that solve real-world problems. I aim to create functional and engaging products that enhance the overall user experience.

PROJECT EXPERIENCE

UI Revamp of Trioral Website

- Redesign of the Trioral website's logo to align with the brand's identity and enhance visual appeal.
- Created prototypes to improve website navigation and enhance the overall user experience.

Logo Design for Huat Co-Living

- Designed a custom logo for Huat Co-Living, aligning with client preferences and the brand's identity creating a strong visual identity.

UI Revamp of Grab Food App

- Conducted User Research and Usability Testing to identify pain points and areas for improvement within the Grab Food app.
- Designed low and high-fidelity prototypes to address user needs and enhance overall app navigation.
- Improved the usability of the app, leading to a more intuitive and efficient User Experience.

UI Revamp of Spotify Homepage App

- Led User Research and Usability Testing to identify key areas of improvement for the Spotify Homepage.
- Designed low and high-fidelity prototypes to enhance the user interface and overall user flow.
- Streamlined the visual design by standardizing icons and optimizing font sizes for improved clarity and User Experience.

WORK EXPERIENCE

Monetary Authority of Singapore (UX Designer Intern)
Aug 2023 - Apr 2024

- Collaborated with different stakeholders to update and redesign various pages of the MAS website.
- Designed responsive mobile and desktop layouts for new pages using Figma, ensuring a seamless user experience across devices.
- Conducted User Research to gather insights and identify key user needs, informing design decisions.
- Developed a comprehensive Digital Playbook for MAS staff, providing clear guidelines and best practices for using MAS internal systems.

Code In the Community (Volunteer)
Jun 2020 - Aug 2020

- Taught children aged 10-12 the fundamentals of programming using Scratch.
- Guided students in designing and developing interactive games.

Gaming How Pte Ltd (Game Designer Intern)
Oct 2019 - Mar 2020

- Designed and developed original games across multiple genres
- Conducted User Research and Testing with customers at St Games Cafe to gather valuable insights and refine game mechanics.