JANET OUYANG

UI / UX DESIGNER

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Hello! I am a **digital product designer** with an ambition to help create something memorable and meaningful - **something that touches millions across the world**. Questing for an ideal, enjoyable solution to problems - often puzzles by themselves - is what draws me to design, and I'm interested in creating digital experiences with an impact by **combining user-centric thinking with business needs**.

WORK EXPERIENCE

UX/UI Designer

Sprung Studios Ltd. / Mar 2019 - Present

Worked with major clients and designed the experience and interfaces for AAA console games, indie games, mobile storefronts, and web platforms.

- Created userflows of game features by analysing previous titles in the franchise/other games in the market and conducting player research.

- Wireframed low to high-fidelity flows and information architecture of both game and web tool features.

- Designed both innovative game UI and UI that exists within a client's currently-defined style.

- Met with clients weekly to present design ideas and delivered work such as userflow diagrams, personas, wireflows, working UI files, style guides, and prototypes.

UX Researcher & Designer

LandSure Systems / Jan 2017 - May 2018

Participated significantly in all aspects of a major redesign of an online portal used for legal land-transfer processes.

- Wireframed the UX, UI, and interactions of the myLTSA online platform (currently in development).

- Researched over 50 users through design methods such as focus groups, site visits, and user interviews.

- Created personas, journey maps, storyboards, and user task flow charts by synthesizing research.

EDUCATION

Interactive Arts & Technology (B.A)

Simon Fraser University
May 2014 - Dec 2018

TOOLKIT

Sketch	Adobe Suite
Figma	HTML/CSS
Axure	Keynote
Balsamiq	Unity