

# E OUYANG

## UX & UI DESIGNER

### PORTFOLIO

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[www.e-ouyang.com](http://www.e-ouyang.com)

### CONTACT

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LinkedIn Profile  
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### SKILLS

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#### UX & UI Design

- ◆ User Research
- ◆ Ideation
- ◆ User Journey
- ◆ User Flow
- ◆ Usability Testing
- ◆ Interaction Design
- ◆ User-Centered
- ◆ Problem Solving
- ◆ Prototyping
- ◆ Empathy
- ◆ Visual Design
- ◆ Design System
- ◆ Branding
- ◆ Style Guides
- ◆ Attention To Details

#### Soft Skills

- ◆ Communication
- ◆ Presentation
- ◆ Teamwork
- ◆ Leadership
- ◆ Responsibility
- ◆ People Skill
- ◆ Self Motivation
- ◆ Critical Thinking
- ◆ Strong Work Ethic
- ◆ Resilience

### LANGUAGES

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**English** - Fluent  
**Mandarin** - Native

### PROFILE

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Passionate full-stack UX & UI designer and creative team player with a kind heart for the world & society, with over five years of experience building and designing end-to-end mobile & web applications that benefit people's lives.

### EDUCATION

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#### Sep 2021 - Current

##### Master of Science in Strategic Design & Management

Parsons School of Design, New York City, New York

#### Sep 2015 - May 2020

##### Bachelor of Fine Arts in Interaction & UI/UX Design

Academy of Art University, San Francisco, California

### EXPERIENCE

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#### Jan 2022 - May 2022,

##### Design Strategist

##### Aspen/ Contract / New York, Remote

Worked on the "worker voice gap" project, a convention about narrowing the gap between workers and employers. Among my responsibilities are investigating background information, conducting interviews, analyzing data, defining problems, providing strategies, and concept testing.

#### Feb 2021 - Sep 2021

##### UX / UI Designer

##### Patchd Tec / Contract / San Francisco, Remote

My participation in a Y-combinator startup involved assisting the product manager and engineer in designing, integrating, testing, and launching a mobile application linked to wrist-worn wearables designed to detect people at risk for sepsis and to work toward preventing the disease.

#### Dec 2020 - May 2021

##### UX / UI Designer

##### Oigetit Tec / Contract / Remote

In a cross-functional international team, I collaborated with the project manager on a variety of small projects, focusing mainly on graphic design, improving UX&UI design, animation designs, and UX motion design in order to create a better user experience in news filtering between fake and true.

#### Oct 2020 - Dec 2020

##### Product Designer

##### Concept Art House / Contract / Remote

Together with the project manager from DC FanDome and the vice president from Concept Art House, I developed design concepts, storyboards, wireframes, and prototypes for a tablet streaming service that allows users to watch TV shows and movies with friends in one room to enjoy more fun and interactions during these social isolation times.