

WINNIE CHIN

UX/UI Designer

www.winniechin.io

winnie10.chin@gmail.com

Linkedin: in/winnie-chin

New York, NY

SUMMARY

I am a detail-oriented and open-minded UX designer who comes from a background in math and biomedical engineering. Whether it be designing life-saving medical devices or creating intuitive applications, I take a research-first approach to create visually-compelling products with real humans in mind. I strive to work on a collaborative team where colleagues encourage one-another to see positive elements in what they do.

EXPERIENCE

Inguo.io, UI/UX Designer

Sept 2020 — Present | Brooklyn, NY

- Principal creative designer at an early-stage startup

Inguo.io, UI/UX Design Intern

May 2020 — Aug 2020 | Brooklyn, NY

- Established a new color palette and logo as part of an early-stage startup's rebranding efforts.
- Supported the product and marketing teams as the sole designer to redesign, manage and update website using Wordpress.
- Created visual and branding assets for sales and marketing use across multiple mediums.

Especially Puglia, User Experience Consultant

Oct 2019 — Dec 2019 | Brooklyn, NY

- Redesigned the information architecture of its website to improve branding and customer retention with storytelling.
- Made design decisions that improved the user experience and aesthetics as the lead designer.
- Established an effective team work environment as the scrum master.
- Presented research findings, design process and redesigns to internal stakeholders.

Burke Rehabilitation Hospital, Biomedical Engineer Intern

Sept 2017 — May 2018 | White Plains, NY

- Collaborated with a team of fellow engineers and internal stakeholders to design a hand rehabilitation device for post-stroke patients.
- Modeled prototype ideas and made design decisions to develop the form and improve the user experience as the lead designer.

EDUCATION

General Assembly

New York, NY

Certificate of Completion,
User Experience Design

The City College of New York

New York, NY

B.E. in Biomedical Engineering,
Minor in Mathematics

SKILLS

Design

User Interface Design

Branding

Graphics/Illustration

Typography

Sketching/Wireframing

Rapid Prototyping

Research

User Research

Persona Creation

User Journeys

Competitive Analysis

Heuristics Analysis

Information Architecture

User Flow

Usability Testing

Tools

Sketch

InVision

Figma

Adobe CC (Xd, Ai, Id, Ps)

Zeplin

Keynote

Trello

HTML/CSS

Microsoft Office