

Yuen Ying Wong (Angel)

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Summary

Born and raised in Hong Kong, currently in my final semester, completing a Master's in Information Technology with a major in Human-Computer Interaction at the University of Melbourne. Proficient in creating user-centric designs and software development projects, utilizing tools such as Figma, Java, and React.js. International student graduating in June and will be eligible to obtain a Temporary Graduate Visa for 5 years.

Experience

UX Designer Intern – Kepple, Melbourne, Australia (Nov 2023 – Feb 2024)

- Redesigned the website for Loop Alumni Management, one of the company's projects to provide a more user-friendly and intuitive experience for users.
- Technologies used: Figma, User Interface, User Experience, Web Design

Software Developer Intern – RESORTer, Melbourne, Australia (Jul 2023 – Nov 2023)

- Developed and maintained a React frontend and Django backend for an online resort booking service catering to ski instructors and host platforms.
- Deployed web interfaces for a streamlined ordering and payment workflow using React and Redux.
- Implemented automated test suites for backend APIs to enhance code reliability.
- Technologies used: React, Redux, Django, PostgreSQL

Assistant Facility Officer (Part-time) – JLL (Jones Lang Lasalle), Hong Kong (Jun 2021 – Sept 2022)

- Work effectively with cross-functional teams in providing operational support to the clients.
- Conducted training PowerPoints on the environmental aspects in Property and Facility Management.
- Participated and assisted in the job shadowing function events and company's internal project development.

Projects

WakeNow – Mobile App design (Nov 2023)

- Designer a location-based alarm mobile app to help sleepy passengers wake up just before their desired station and notify travelers when they are close to the destination.

Air Blaster 9000 – VR Controller design (Feb 2023 – Jun 2023)

- Working as a team of 5 to design and prototype a new VR controller that offers haptic and thermal feedback while in use in a first-person shooter (FPS) environment.

WorkMaster – Helmet design (Feb 2023 – Jun 2023)

- Working as a team of 4 to design and prototype a helmet to improve efficiency and safety on construction sites.

Resto Project – Webpage design & development (May 2023)

- Designed and implemented a premium Omakase Japanese restaurant website by using HTML, CSS, and ReactJS

Education

Master of Information Technology – Human Computer Interaction, The University of Melbourne

(2022 – Now) | WAM: 79.1/100

Bachelor of Business Administration – Real Estate; Minor Degree: Computer Science, The Chinese

University of Hong Kong (2018 – 2022) | Second Class Honors Upper Division

Language

Cantonese | English | Putonghua (Mandarin Chinese)

Skills

Adobe Photoshop, Illustrator, After Effects, Microsoft Suite (Word, Excel, PowerPoint), Figma

Programming: SQL, Java, HTML, CSS, JavaScript, ReactJS, Unity, MERN Stack