#### **EXPERIENCE**

## YouTube · Senior UX Designer

2020 - PRESENT

UX Lead of YouTube Gaming, a major vertical with 50B+ yearly watch hours. Initiated foundational research of gaming user journeys and drove its incorporation into team roadmap and metrics; Designed scalable systems and UX processes for gaming publishers and 200M daily viewers; Owned YouTube-wide Verticals UX initiative

# YouTube · UX Designer

2017 - 2019

Go-to for web features on YouTube Community; Launched YouTube Messages and subscriptions recommendations to XXm users

## Google · UX Design Intern

2016

Bridging the world - partnered with designers, engineers and Product Managers to build an improved Translate experience for Xb users

## **NUS School of Computing** · Frontend Development TA

2016

Taught 50+ students responsive web development; Nominated best teaching award.

# Govtech · UX Design Intern

2015

Designed and developed a business grant portal app using Sketch and React.js

# **PACIS** · UX Designer and Developer

2014

End-to-end branding, web design, mobile design and development for the 19th Pacific Asia Conference on Information Systems

#### **EDUCATION**

## National University of Singapore · Bachelor of Computing

2012 - 2016

Honors with Distinctions. Relevant certifications: Software Engineering (A), Interaction Design (A+), User Experience Design (A+), Human Computer Interaction (A+)

#### COMMUNITY

### **Speaking**

Career talk @ IXDA

UX/Eng collaboration @ Design Buddies

8x Google-wide talks and design workshops

### Mentorship

Mentoring 2x weekly on ADPlist

#### **SKILLS**

#### **Design**

Web and Mobile, Visioning, Strategy, Prototyping, Design Systems, Figma

### Research

Surveys, Interviews, Competitive Audits, Qualitative Analysis

### Code

HTML, CSS, JavaScript, C++, Java, JQuery, Angular, React, Ionic, Grunt, Gulp, SQL, Firebase

### Art

Artist and business owner at mushimoo.com