Pamela Lin

UX Designer with a background in
Visual Design, Photography, and Fine Arts.

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Skills

Interaction Design	Competitive Analysis	Figma	Digital Photography
UI Design	User Flows	Sketch	Illustration
Wireframing	User Research	Miro	Brand Design
Prototyping	Usability Testing	Adobe Creative Suite	Mandarin (Native)

Experience

UX Designer

OXY / JUL 2021 - PRESENT / REMOTE

Central Indiana Community Foundation
- Lead the UX design for a non-profit organization's project in dismantling systemic racism via a mobile and desktop app.
- Execute information architecture, wireframes, and final high-fidelity designs for user-facing interface and admin dashboards.
- Work directly with 3 key stakeholders, 4 engineers, 2 designers, and a PM to iterate design solutions and carry out design implementations.

Folklore
- Involve in the full product design cycle for a food and beverage business by building desktop and mobile ecommerce site.
- Conduct competitive analysis to understand solution landscape and provide strategic design insights for product marketing functions.

Soteris
- Collaborated with product lead to build wireframes and hi-fidelity interactive prototype for a B2B insurance startup.

Product Design Intern

ZIGGURAT TECHNOLOGIES / AUG 2020 - NOV 2020 / SAN FRANCISCO, CA

- Spearheaded Ziggurat's trading education app by partnering with a PM and 2 designers. Incorporated testing feedback to build user flows, wireframes, and prototypes.
- Documented progress and design assets in Figma, created decks for handoff presentation, and communicated design ideas to the company executives.

UX Designer

SELF-EMPLOYED / MAR 2020 - PRESENT / REMOTE

- Led an end-to-end design process to visualize and execute the client's commercialization concepts by building a responsive website to advertise oyster products.
- Conducted 2 rounds of user testing sessions using Figma prototype to solicit feedback and iterate website's product highlight, marketing workflow, and event promotion.
- Aligned project direction by facilitating workshops. Led weekly meetings with internal teams to present design alternatives for a social app project.

Education

UX Design Immersive / General Assembly / 2020

UI Design / UC Berkeley Extension / 2019

MFA Photography / Kendall College of Art and Design / 2016-2019

BFA Chinese Painting and Calligraphy Arts / National Taiwan University of Arts / 2012-2016

Awards

First Place, Beer & UX Hackathon / JUN 2020

Gold Award, SF Bay Area International Photography/ SEP 2019