Ziyi Yang

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SUMMARY

UI/UX Designer with 3+ years of experience delivering end-to-end projects for industry clients including mobile apps, dashboards, and web applications. Skilled in Figma, front-end development and design-to-development workflows.

EDUCATION

Singapore University of Technology and Design (SUTD)   **Sep 2021 – May 2025**
- Bachelor of Science in Design and Artificial Intelligence (Honours with Merit)
- Cumulative GPA: 4.0 / 5.0
- The Mitacs Globalink Research Award (GRA) Recipient, Université de Montréal, 2024

WORK EXPERIENCE

UI/UX Designer, Part-Time | Multiforms Studios   **Sep 2024 – Oct 2025**
- Built a B2C e-commerce website on Shopify with a responsive layout optimized for mobile and desktop breakpoints.
- Implemented a product customization interface using custom CSS, enabling customers to personalize product options.
- Designed and iterated Figma wireframes using user click and heatmap data to improve product discovery flow.

Research Assistant (Human-Robot Interaction) | SUTD   **Jan 2024 – Aug 2024**
- Assisted an 8-month survey-based research study examining ethically complex human–robot interactions in public spaces.
- Prepared semi-structured surveys and interview materials, and contributed to scenario design for a speed-dating study.
- Created storyboard-based interaction scenarios depicting ethically ambiguous human–robot behaviors.

Product Design Intern | Singapore Post   **Aug 2023 – Dec 2023**
- Designed the UI/UX for 3 mobile apps and 1 admin web app, creating a fully integrated Parcel Locker ecosystem.
- Conducted competitive analysis of top 10 parcel systems and developed high-fidelity Figma UI optimized for core user flows.
- Developed front-end with React Native and back-end with Google Cloud, enabling real-time synchronization across all apps.

PROJECTS

UI/UX Designer | Local Discovery Mobile App ⧉   **Jan 2025 – Apr 2025**
- Designed the UI/UX for a local discovery mobile app with built-in chatrooms and shared calendars for group coordination.
- Developed end-to-end user flows and high-fidelity UI in Figma based on competitive benchmarking across local markets.
- Conducted 20 A/B tests and wireframe evaluations, leading to 3 iterative refinements of the app prototype.

UI/UX Designer | DesignSG Exhibition Web App ⧉   **Sep 2024 – Dec 2024**
- Built an exploratory data visualization web app in collaboration with designSG for the Venice Architecture Biennale 2025.
- Designed a high-fidelity UI with 5 interactive views and a unified filtering workflow for cross-view data exploration.
- Translated Figma designs into a responsive React interface, integrating Mapbox for spatial visualizations and deployed on AWS.

UI/UX Designer | Scoot Airlines Decision Dashboard ⧉   **Jan 2024 – May 2024**
- Designed a modular aviation dashboard for Scoot's Operations Control Centre to support flight delay decision-making.
- Led weekly interviews with duty managers to map user journeys and designed a high-fidelity, component-driven UI.
- Implemented an adaptive Next.js front-end from Figma designs and integrated real-time flight data via FastAPI.

UI/UX Designer | GymGuide Mobile App ⧉   **May 2023 – Aug 2023**
- Designed mobile app UI/UX for beginner gym-goers based on a 2-month Human-Computer Interaction study.
- Conducted 50+ user interviews to uncover pain points and developed high-fidelity wireframes and prototypes in Figma.

ACHIEVEMENTS

- Winner, James Dyson Foundation Prototyping Challenge, 2024 – Presented to President Tharman at InspireCon 2025
- Social Impact Award, Tsinghua University Design & Prototyping Competition, 2024

SKILLS

- **UI/UX Design:** iterative design, wireframing, prototyping, design-to-development workflow, user research, A/B testing
- **Tools:** Figma, Miro, Adobe Creative Suite (Photoshop, Illustrator, InDesign), React, Next.js, Expo, CSS, JavaScript, Python
- **Soft Skills:** stakeholder communication, cross-functional collaboration, project management, agile workflow, ideation
- **Languages:** English, Mandarin