

ANNIE YANG

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Experience

UX/UI Designer

Reliance Steel & Aluminum (Cypress, CA) *January 2021 - Present*

- Create [UX/UI designs](#) for current in-house applications
- Conduct user interviews and find solution to problem
- Research innovative ideas to bring new ideas to company
- Working in [collaboration](#) with development team, project managers, different departments to understand users
- Create [prototypes](#) to present, user test, and re-iterate designs based on feedback

UX/UI Designer

Creek & River Global (Irvine, CA) *June 2019 - January 2021*

- Managing Juristerra platform through [user research](#), [analyzing user data](#), [wireframing](#), [prototyping](#), and [remote testing](#)
- Working in [collaboration](#) with the development team and product manager
- Creating detailed and thorough JIRA tickets for developers after debugging the platform
- Designing flyers and online ads for Marketing team
- Created style guide for the team

UX/UI Designer

MNG Enterprise (Irvine, CA) *February 2018 - April 2019*

- Led over 90% of projects to completion on time and within budget
- Oversaw an increase in user efficiency with redesigned internal iOS app after conducting [field study](#) user research and analyzing the [collected data](#)
- [Collaborated](#) with stakeholders, development team, and product manager on a daily basis
- Redesigned website after conducting research and analyzing results
- Created internal [design libraries](#)
- Led a company-wide initiative to improve project tracking and on-time delivery by implementing Abstract and Trello

Skills

UX/UI

Competitive Analysis
User Research
Personas
Use Cases
Storyboards
Surveys
Information Architecture
Wireframes
High-Fidelity Prototypes

Programs

Sketch
Marvel/InVision
Abstract/Kactus
Balsamiq Mockups 3
Adobe Experience Design
Figma
Craft
Zeplin
Google Analytics
Overflow
Maze
Smartlook

Web Development

HTML5
CSS3

Education

California State University,
Stanislaus

Bachelors of Science (BS) in
Computer Science

2012 - 2016