Demmy Yang

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Summary

Product designer skilled in creating thoughtful, aesthetic solutions to user-centric problems through user research and testing. Focused on UX and accessibility while drawing on backgrounds in visual arts, city planning, and music education.

Technical Skills

Design: UX Design, Visual Design, Accessible Design, Rapid Prototyping, Wireframes, User Personas

UX: Usability Testing, Heuristic Evaluation, User Interviews, Journey Mapping, Competitive Analysis, Affinity Diagrams

Design & Research Tools: Figma, Adobe Illustrator, Adobe Photoshop, Adobe XD, Miro, Otter, Notion

Development Tools: VS Code (Familiar with HTML/CSS/Javascript), Github, Webflow, Shopify

Work Experience

Senior UX / Product Designer | Concentrix Catalyst

February 2022 - Present

Designed end-to-end experiences for a variety of clients of a global consulting company. Worked with both internal and external designers, researchers, PM's, and engineers on projects such as:

- Created a universal web product detail page (PDP) for an ecommerce brand conglomerate. Designed for mobile
 to cover furniture, home goods, clothing, and more by working with UX researchers to conduct usability testing.
 Created components for reuse by in house designers.
- Redesigned a customer internet portal for improved usability and bill payment. Worked with a team of UX
 researchers to perform heuristic evaluation to create wireframes and high fidelity screens leading to a significant
 future contract.
- Collaborated with UX researchers to redesign a student portal and content CMS of a national university.
 Conducted user interviews to improve student portal UX. Worked with developers and content teams to create CMS components for use by students, faculty, and admins while unifying branding across all surfaces.
- Led completed design of an iOS iPad app for company executives to organize and complete board activities ranging from surveys, signing documents, and managing meetings and communications.
- Designed desktop software for insurance claims management starting with heuristic analysis and prototypes leading to high fidelity screens with improved UX.
- Designed a modern and more native iOS iPad app experience for store management for a cellular company.

Product Designer | FashionSource

September 2021

Designed wireframes and a hi-fi prototype of a mobile fashion sourcing app as part of a three person design team. Conducted user testing and interviews on wireframes to optimize the hi-fi prototype UX.

Lead Piano Instructor | Move Over Mozart

January 2015 - June 2021

Taught children from the ages of 4-14 piano and music theory in both group and private settings. Created teaching programs for individual students with tailored pacing and custom selected songs.

Education

Columbia Engineering UI / UX Bootcamp | 2021 | Professional Certificate University of California, Berkeley | College of Environmental Design | 2015 B.A. City Planning | Sustainable Design Minor

Personal Interests

Film & TV | Baking | Climbing | Yoga