

# AMBER LIN

## UX DESIGNER

[www.amber-lin.com](http://www.amber-lin.com)

[amber.lin.design@gmail.com](mailto:amber.lin.design@gmail.com)

734.223.1117

### WORK EXPERIENCE

#### **Alliance Inspection Management / UX Designer II**

Aug 2015 - Jan 2019 • Farmington Hills, MI

I worked on 5 projects at AiM, including 2 mobile apps and 3 website designs.

These products are designed either for internal business users or external customers. I designed new features and overhauled the visual design for all products. I created in-app graphics, delivered lo-fi to hi-fi prototypes, generated user flow maps, and conducted user testings. I worked closely with our target users to understand their workflow and needs; I collaborated with project managers, business partners, and engineers to define project requirements.

Being the first UX designer on the team, I also helped hire another 3 designers and led weekly designer meetings.

#### **199 Insights / UX Designer**

Apr 2015 - Jun 2015 • San Francisco, CA

Built an interaction map to present a user flow for a web-based questionnaire. Generated web UI toolkits and delivered pixel-perfect mockups.

#### **Kono / UX Designer & Researcher**

Oct 2014 - Feb 2015 • Mountain View, CA

Brainstormed design ideas and created a user flow map for a web application. Planned diary studies and scheduled interviews to understand target users' needs.

#### **UXI Design / UX Design & Research Intern**

May 2013 - Aug 2013 • Taipei, Taiwan

Conducted survey and user testings for tablet OS interface design. Organized stakeholder interviews for initiating a website redesign.

### EDUCATION

#### **International Technological University / MS in Digital Arts**

2018 - 2020 • San Jose, CA

#### **University of Michigan / MS in Information**

2012 - 2014 • Ann Arbor, MI

*Semi-finalist in CHI 2014 Student Design Competition (Top 12 teams out of 65 teams)*

Human-Computer Interaction (HCI) + Library and Information Science (LIS)

#### **National Taiwan University / BA in Library & Information Science**

2007 - 2011 • Taipei, Taiwan

### SKILLS

#### **Design**

Persona / Scenario

Storyboarding

Sketching

Wireframing

Prototyping

Interaction Flow

#### **Research**

Contextual Inquiry

Interview

Affinity Diagram

Comparative Analysis

Heuristic Evaluation

Usability Testing

Survey

Diary Study

#### **Tools**

Sketch

Figma

Experience Design (Xd)

Illustrator (Ai)

Photoshop (Ps)

After Effects (Ae)

Balsamiq

### EXPERTISE

Mobile Design

Web / Dashboard Design

Material Design

Design Research

Information Architecture

Agile Process