

Experience

- **Google / Visual Designer/ July 2024 to December 2024 (Contract @ RPP)**

Design of core visual and interaction systems for AR notifications, focusing on seamless user experiences across diverse real-world scenarios throughout the day. Developed intuitive user flows and scalable design components aligned with the AR system's design guidelines. Collaborated closely on the integration of Google Gemini AI, ensuring intelligent, context-aware interactions that enhance usability and relevance in augmented environments.
- **Google / UX/UI Designer/ May 2022 to Feb 2023 (Contract @ Adecco)**

Part of the Google Assistant Auto team. My main tasks is to create principles base on the safety of driving. Create design system / tokens to help maintain alignment and consistency throughout the design and development process. Evolve the existing system into an unique experiences that differentiate each company's brand (e.g. Ford, Volvo). Product innovation strategic that explore the innovation of products and features possibilities and how can we help increased opportunities for partners to drive revenue.
- **Google / UX/UI Designer/ Aug 2020 to Nov 2021 (Contract @ Adecco)**

Part of the Google Assistant and Local Services team. Develop concept to execution, collaborate with design partners across multiple vertical to leverage and evolve the Google design language. Google Assistant is still in the early stage of developement therefore, my task is to apply the existing design pattern in Google Search and recreate an all new pattern for Google Assistant while to maintain the consistency of Google design pattern.
- **Google / Visual Designer/ Sept - Nov 2019 (Contract @ Judge Group)**

Part of the Android Mobile, Google Home, and Google Assistant team. My responsibility is to recreate a design system that can be shared across all platforms within Google products. At the same time continue testing all Google products and concepts making sure the UI elements are consistent throughout. Create a seamless User Experience when the user is switching from one Google device to another Google device.
- **Springboard / UX/UI Designer Mentor / January 2020 - Present**

My roles behave like a teacher, a coach, an adviser, a therapist and a counselor at the same time. I hope to inspire my mentees through my words and actions. Responsible to deliver my knowledge and advise to the mentees and give times to listen to their issues and resolve them in a professional but at the same time create a fun experience for the mentees.
- **Facebook / Product Designer / March 2019 - June 2019 (Contract @ Filter)**

Part of the Ads Creation Interface and Guidance Platform Team. As a Product Designer, I'm involved in every aspect of the product development process. I'm expected to utilize my full range of product design, interaction design, and visual design skills partner with PMs, engineers, researchers and content strategists to oversee the user experience of a product from conception until launch.
- **Ma Labs / Lead Designer / 2009 - 2019**

Responsible for wireframing, prototyping the web/mobile interface, product testing for landing page and the main website. Design web banners, flyers and brochures for (Samsung, Microsoft, Seagate and more) as well as catalog, sign, packaging, web ads and photo taking for new produces while collaborate with other team members and departments to execute designs.

Hire Me For

- Product Design
- User Experience Design
- User Interface Design
- Graphic Design
- Visual Design
- Print Design
- Photography

Education

- **San Jose State University,**
Study Art and Graphic Design
- **General Assembly**
User Experience Design Immersive
- **Y Combinator Start Up School**
License# 10738009 →
- **Mentoring Certificate**
Completion | Oct 20, 2020 →

Skills

- Figma
- Sketch
- Principle
- Experience Design CC
- Photoshop CC
- Illustrator CC
- InDesign CC
- Animate CC
- Dreamweave CC
- After Effects CC
- Premiere Pro CC