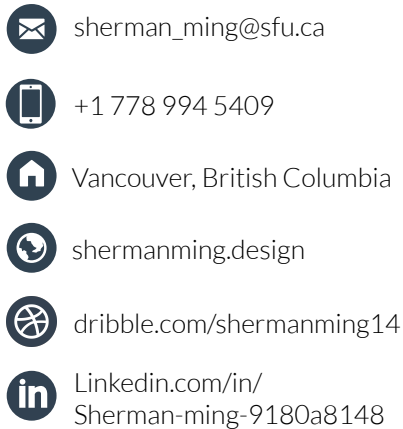


# SHERMAN MING

## UI + UX DESIGNER



An aspiring UI + UX Designer and 4th Year Interactive Arts and Technology undergraduate at Simon Fraser University with a strong passion in crafting aesthetically beautiful inclusive interface solutions.

### SKILLS

**Languages:** HTML, CSS

**Technologies:** Figma, Adobe XD, Sketch, Zeplin, Principle, ProtoPie

**Misc.:** Adobe Illustrator, Adobe Photoshop, Procreate, Miro

**Competencies:** UX Research, UI Design, Design Process, Wire-framing, Prototyping, User + Usability Testing, Heuristic Evaluation, Developer Handoff

### ACCOMPLISHMENTS

Duke of Edinburgh Gold Award  
Duke of Edinburgh Silver Award  
SFU Dean's Honour Roll (2020)  
ABRSM Practical Piano Grade 8  
International Baccalaureate  
Diploma Program (IBDP)

### EDUCATION

#### SIMON FRASER UNIVERSITY

BSc in Interactive Arts and Technology  
Interactive Systems and Design  
Concentration  
September 2017 - Present

#### SHA TIN COLLEGE (ESF)

International Baccalaureate  
Diploma Program  
(IBDP)  
IB Bilingual Diploma in English  
and Chinese  
Sept 2014 - May 2017

### WORK EXPERIENCE

#### Indochino

Style Guide  
Sept 2019 - March 2020

#### Starbucks

Barrista  
Jan 2019 - August 2019

### INDUSTRY EXPERIENCE

**UI + UX DESIGN INTERN | OSENSA Innovations | Co-op** May 2022 - Present  
Figma, Zeplin, Adobe Illustrator, Adobe Photoshop, Miro

- Created an online portal for an industrial PC for users to control and configure all of their device's functionalities and ports anytime, anywhere through a web browser.
- Crafted meaningful user experiences among a variety of user touch points for this industrial PC product including mainly the online portal but also the marketing website, packaging, and the UV printed label on top of its electronic enclosure.

### UI/UX EXPERIENCE

**UI + UX DESIGNER | Cineplex Redesign | Personal** June 2022 - Sept 2022  
Figma, Principle, Procreate, Miro

- Redesigned the official Cineplex mobile application as a personal project by first conducting user research and then using the findings to solve usability issues with the existing app.
- Implemented the full design process from Empathize to Testing to understand my users needs and wants and created a redesigned interface that is inclusive, user-friendly, and most importantly designed for real users.

**UI + UX DESIGNER | SFU Health & Counselling | Academic** Jan 2022 - April 2022  
Figma, Sketch, ProtoPie, Adobe Photoshop, Miro

- Created a CRM (Customer Relationship Management) interface for the receptionists at SFU H&C to handle the influx in student appointments following the return to campus transition.
- Conducted user interviews to understand the root of the problem and went back to users after the completion of our prototype to conduct usability testing to see whether improvements can be made.

**UI + UX DESIGNER | Cool Beans Cafe | Academic** Sept 2021 - Dec 2021  
Figma, Zeplin, Adobe Photoshop, VSCode, HTML, CSS

- Designed and implemented a website for a cafe that displays menu items and provides an online reservation booking functionality to users.
- Ensured site was fully web responsive by first wire-framing and designing for all viewport sizes and then implementing it by using HTML, CSS, Flexbox and CSS Grids.

**UI + UX DESIGNER | Momio Mobile App | Academic** Sept 2021 - Dec 2021  
Figma, Zeplin, Miro, Android Studio, Kotlin, HTML, CSS

- Collaborating in a group of 3 to create an Android Mobile app that protects woman from postpartum depression.
- Wire-framed using Figma and implemented it using Android Studio for an introductory class to mobile computing.