



Sherman Ming

↳ UI/UX Product Designer

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INDUSTRY EXPERIENCE

Nokia
Interface UX Design Co-op
May 2023 - Dec 2023

Working within Nokia's **Network Infrastructure (NI)** UX team, designing for Nokia's **Network Services Platform (NSP)** and its associated **design system, core components, and design specifications**, completed 7 backlog items in the span of 3 design sprints.

Translated **PLM requirements** into **user-centric core components** and **feature designs**. Contributed to the maintenance of **Nokia's FreeForm Design System** by laying out the groundwork for its eventual revamp and assisted in building **interactive prototypes**.

OSENSA Innovations
UX Design Co-op + Intern
May 2022 - Dec 2023

Utilizing a multitude of **interaction design methods** and **co-design** sessions, conceptualized an **online portal for EdgePi**, a revolutionary cloud based industrial PC. Saw the portal **from ideation, to MVP** in which it was tested with users, **to its ultimate release**.

Created the first **EdgePi design system** to ensure **long-term scalability** of the platform, inform future design work, and to begin instilling a **design culture** within OSENSA.

DESIGN EXPERIENCE

Prosper Vancouver
School Project Design Lead
Jan 2023 - Apr 2023

Cooperating with Prosper Vancouver, Canada's premier youth business conference and case study competition, as our client, took an unique, **non-interface approach** to create an **user centered design solution** that aims to **increase student engagement and retention**.

Led a group of 4 other designers to transform Prosper into an **annual learning opportunity** for attendees to come back to year over year and begin cultivating a "**Prosper culture**".

Cineplex Re-design
Personal Project
Jun 2022 - Sep 2022

Improved the general user experience and usability of the **Cineplex Mobile Application** by modernizing the overall **aesthetics** of the interface, eradicating **user pain points**, and finding solutions for **heuristic evaluation breaches** as a personal learning project.

Implemented the **full design process** from empathize to testing to understand user needs, resulting in a redesigned **user centric interface** that better reflected the Cineplex brand.

SFU H&C
School Project Designer
Jan 2022 - Apr 2022

Created a **Customer Relationship Management (CRM)** Interface to target the new balance between in-person and online activities for the **receptionists at SFU H&C** to **handle the influx in student appointments** following the return to campus transition.

Streamlined the appointment booking process and **made meaningful change** to the daily work processes of the counsellors and receptionists at SFU Health & Counselling.

SKILLS

Design Tools

Figma, Miro, Sketch, Marvel, Adobe Photoshop Illustrator, Adobe XD, Prototipe

Design Deliverables

Design Specifications, Figma Components, Wireframes, Interaction Flows, Prototypes

Design Skills + Frameworks

Interaction Design, UI UX Design, Dev & Stakeholder Management, Requirements to Design, Design QA, User + Business Goals Centricity, HTML, Agile

EDUCATION

Simon Fraser University
Interactive Arts & Technology
SIAT BSc. Design Conc.
Sep 2016 - Apr 2024

Sha Tin College (ESF)
International Baccalaureate
IB Bilingual Diploma
Sept 2014 - May 2016

Accomplishments

Duke of Edinburgh Gold & Silver
SFU Dean's Honour Roll (2020)
ABRSM Practical Piano Grade 8