

Jessica Fung

CONTACT

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SKILLS

Design

Adobe Illustrator,
Adobe Photoshop
Adobe InDesign,
Adobe Experience Design
InVision

Technical

HTML, CSS, Python,
JavaScript, SQL

Process

User Research, Prototyping,
Specs, Branding, Content
Strategy, Metrics, Inclusive
Design

EDUCATION

University of Waterloo

BA Honors Psychology Co-op
Graduated September 2014
Waterloo, ON, Canada

HOBBIES

Design and psychology books,
dogs, badminton, hackathons.

References available upon
request.

WORK EXPERIENCE

Quora · Product Designer

Mountain View, CA | Dec. 2014 – May 2016

Designed and implemented new concepts for signup, new user experiences, and user interactions. Launched product features and improvements using user research and metrics from rigorous A/B testing. Communicated ideas using mockups using Adobe Illustrator and prototyping using code or InVision. Worked independently and with a small team to ship user interface improvements and fixed bugs in Python, CSS, and JavaScript. Provided feedback to other product designers on their projects.

Inkling · UX Design Intern

San Francisco, CA | Aug. 2013 – Dec. 2013

Worked with the Product Design Team to design new user interfaces to improve the Inkling product on web, tablet, and mobile. Designed new interfaces, including a new library and call-to-actions. Conducted research to establish business and user requirements, and delivered thorough design specs for engineers to implement. Created Android assets for the mobile team. Produced a user behavior analysis report by running SQL queries.

University of Waterloo · Part-time Graphic Designer

Waterloo, ON, Canada | May – July 2014, Sept. – Dec. 2012

Worked part-time for Federation of Students (FEDS), University of Waterloo's student union. Produced promotional materials, such as posters, stickers, and large banners for all student-run services, businesses, and clubs. Mentored other graphic designers on Adobe Illustrator and Photoshop.

PERSONAL PROJECT

Quickmatch · Designer

Waterloo, ON, Canada | Jan. – Mar. 2014

Worked with four University of Waterloo software engineering students for their Fourth Year Design Project. Designed Quickmatch, a web platform to make club member management and game matching easier for the University of Waterloo Badminton Club. Conducted interviews with key stakeholders and completed a solution according to their requirements. Presented project at the Engineering Symposium.