

# Viona Sew

Product UI/UX Designer

If you are interested in my work, feel free to reach out for a chat (with a detailed case study).

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Singapore

## SOFTWARES AND TOOLS

### Design Softwares

Figma, Sketch, Adobe XD, InVision, Adobe Illustrator, Adobe Photoshop, Adobe InDesign, Adobe After Effects, Adobe Premiere Pro, Adobe Animate

### Collaboration Tools

Github, Zenhub, Monday, Jira, Confluence

### UX Tools

Vitaly, Gong.io, Miro

## SKILLS

### Design Skills

User Experience Design, User Interface Design, System Design, Interaction Design, Design System Language, User Flow, Information Architecture, Low/High Fidelity Wireframe, Prototype

### UX Research Skills

Design and User Research, Product and Market Research, Data Analysis, Competitor Analysis, Personas Drafting, Site map, User Journey map, User Testing

## EDUCATION

### Lasalle College of the Arts *BA (Hons) Design Communication*

Aug 2017 – May 2020, Graduated with First Class Honours

Worked on several projects including packaging designs, web and mobile user experience designs, tangible interaction, user interface designs, user research and writing as well as motion graphics and animations.

My FYP was selected to be featured in *Lasalle's Grad Show 2020*, representing the BA School of Design Communication.

### Republic Polytechnic *Diploma in Interactive and Digital Media*

2013 - 2016

Worked on projects such as microsites, graphic design, 2D animations and 2D game design using Unity, PHP and MySQL.

## EXPERIENCE

### Horangi Cyber Security — Product Designer

January 2021 - Current

#### Product Design:

- Core designer for Horangi's product Warden *Threat Detection* and *IAM Security* (featured in *Gartner 2021 Report*). Designed, tested and launched both key features from 0-1 with engineers and PMs.
- Core designer on continuous UX enhancements for Warden *CSPM*, *IAM* and *Threat Detection*.
- Delivered end to end design solutions from research to user testing for Warden IAM's MVP - *IAM Access Graph Visualization*.
- Established design system guidelines and led the discussion and execution for design components amongst the designers and engineers.
- Involved in defining key metrics for understand user behaviour and user adoption rate.

#### Leadership Initiatives:

- Involved in product quarterly features planning, roadmap planning and features requirement reviews.
- Established workflows between product designers and managers to maximize efficiency during collaborations.
- Involved in the hiring process and interviews for the design team.
- Mentorship for junior designer.
- Led UX discussions and brainstorming sessions for the product team and key stakeholders.

### Ace Pointer — UI/UX Designer

June 2020 - Dec 2020

- Worked on designing B2B dashboards user interface and experience design for better data visualization and user management.

- Collaboratively established a design system to unify design patterns across dashboard applications.

### **ViSenze** — *UI/UX Design Intern*

May 2019 – August 2019 (3 months)

- Assisted the design team in conducting user research.
- Developed wireframes and prototypes for ViSenze's website and an e-commerce demo website and mobile app for potential customers to try out their image recognition technology.
- Collaborated with product managers, developers and engineers to design visually aesthetic and usable interface for the internal Annotation system used by engineers and data scientists.