# HoMei Leung

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*Quincy, MA, USA*

UX/UI Designer with 1 year of experience improving legacy applications in the retail grocery sector, specializing in user research, information architecture, and interface design. A collaborative team player with 6 years of technical experience and additional expertise in web development.

## Core Skills

User flows, Iconography, Wireframes, Prototypes, Mockups, Motion Design, Design Systems, Responsive Design, User Interviews, Usability Testing, Personas, Competitor Analysis, Card Sorting, HTML, CSS, Javascript, Git, Github, Figma, Adobe Illustrator, Miro, Mural, Usability Hub, Jira, Slack, Microsoft Teams & Office, Webflow, Visual Studio Code

## Education

**Rensselaer Polytechnic Institute**
Sep 2013 - Dec 2017

**Bachelor of Science**  Materials Engineering

## Certificates

**JavaScript Algorithms and Data Structures**     Jun 2024
*freeCodeCamp*

**Responsive Web Design**     Mar 2022
*freeCodeCamp*

**Animation for UI Designers**     Dec 2022
*CareerFoundry*

**User Interface Immersion**     Sep 2022
*CareerFoundry*

## Work Experience

**UX/UI Designer**     Jan 2023 - Dec 2023
*Ahold Delhaize USA | Quincy, MA*

- Constructed in-depth user flow screen maps and site maps for a suite of applications utilized by 5 omnichannel grocery brands, resulting in comprehensive information architecture documentation
- Conducted UX research with retail grocery store associates to discover undocumented information architecture on legacy applications and inform design decisions for application used by 5 departments across 2,000+ stores in the United States
- Co-created design systems and component libraries to establish and maintain consistent design language across 2 mobile applications utilized by Stop & Shop front end departments
- Influenced the transformation of requirement-based ways of working to a user-centric one alongside the product owner within an Agile framework through user story writing and presentation of user research

**Materials Application Engineer**     Sep 2019 - Mar 2022
*General Electric Aerospace | Lynn, MA*

- Substantiated multiple significant process changes with a multi-disciplinary engineering team that resulted in cost savings
- Wrote and presented technical reports requiring detailed research and data analysis from data library and laboratory testing

## Projects

**Anigamu, E-commerce App**     Aug 2022 - Sep 2022

An artists' alley concept that connects fans to independent artists

- Developed brand guidelines for a virtual artist alley concept that included principles, logo, typography, colors, and image style
- Discovered user interface improvements through testing and iterative design

**MyMed**     Jul 2022 - Aug 2022

A medical record management app for iOS and Android

- Identified pain points of existing solutions to medical record keeping through secondary desk research
- Leveraged iOS and Android interface guidelines to build platform-specific native mobile applications

**Mini Chef**     May 2022 - Jul 2022

A responsive recipe web app utilizing video, audio, and text

- Defined minimum viable product through competitive analysis, user interviews, and personas
- Developed user flows, wireframes, and low/mid/high fidelity wireframes at 4 different breakpoints