



Allen Lyu

UI/UX Designer

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SKILLS

Undergraduate IT professional background, graduate interaction design major. Have a good aesthetic level and visual design ability, familiar with the design logic and methodology of interaction design, have strong problem-solving skills, high initiative, strong communication and coordination skills; full of passion and creativity. Two years of study abroad experience, with good English communication and writing skills, capable of translation and English writing, and able to quickly adapt to the new environment.

Be proficient in using interactive prototype software such as Sketch, Figma, Adobe XD, Principle, Protopie, etc. Have a certain front-end code base: html, javascript, etc.

Be able to use Adobe Premiere Pro, Final Cut Pro and other audio and video editing software more proficiently.

Master 3D design software including Cinema4D, Unity3D, and graphic design software such as Photoshop, Illustrator, and Indesign.

EDUCATION

2019.07 - Now

· Monash University

Master of Design

2013.09 - 2017.07

· Beijing City University

Bachelor of Information Management

EXPERIENCE

2020.09 - Now

· Monash University Library AR design project

UI/UX Design

An AR experience cooperation project based on the Korean horror movie "Memento Mori". Set up a 6-person team to organize and design the preliminary user research and analysis of AR experience applications, user flowcharts, mobile high-fidelity wireframes, directional style and component button design, UI interface design, interactive prototype demonstrations and parts according to customer needs C4D modeling.

2016.06 - 2016.10

· Beijing HCR data agent

Marketing intership

Participate in investigating industry market information and sorting out relevant data, summarizing and summarizing the collected information, including customer-related contact information, competitive product analysis and research, and big data public opinion monitoring.