# **ANGELINE LEONG**

UI + UX DESIGNER. VISUAL ARTIST

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UI + UX Designer with five years of professional experience in graphic design, passionate about accessibility and sustainability. **Currently pursuing an MSc in Human-Computer Interaction with a focus in user experience and design**. Excellent at delivering high-quality projects in a fast-paced, deadline-oriented, and collaborative environment.

# **▼ EDUCATION**

# **University of Nottingham**

**OCT 2022 TO SEPT 2023** 

MSc in Human-Computer Interaction (expected graduation in September 2023)

**Relevant Modules:** Human-Al Interaction, Collaborative and Communicative Tech, Fundamentals of Info Visualisation, Human-Computer Systems, Design Ethnography, Mixed Reality, Studying Human Performance, Advanced Methods in Human Factors and HCI

Messiah University MAY 2014 TO MAY 2018

Dual Bachelor of Arts in English and Digital Media

**Fall 2016:** Completed a semester-long academic research program on British Culture and the works of T. S. Eliot at Wycliffe Hall in Oxford University through the Scholarship and Christianity in Oxford Program **HONORS: MAGNA CUM LAUDE, 3.89/4.0 GPA** 

# **▼ RELEVANT WORK EXPERIENCE**

Freelance Work MARCH 2020 TO PRESENT

Esports Players League

- ▶ Developed creative processes for 10+ projects from branding to completion while adhering to the ESPL brand.
- ▶ Implemented concepts and guidelines to meet the requirements of 10+ ongoing projects to add long-term value and improve collaborative efficiency.
- Oversaw development of user journey and design systems for ESPL Arena.

GrowthOps

- Researched and developed a more personable and user-friendly social media experience for client to encourage audience engagement and resolve issues with visual inflexibility arising from the former design, resulting in an increase in social media engagement by over two hundred unique users.
- ► Crafted **three campaign experiences from ideation to delivery** alongside a cross-functional team, designing holiday campaigns to reach a target audience of over 1 million users in the Malaysian Grab super app.

The Metal Cup Esports Tournament

Conceptualized over a dozen infographics and streaming visuals to simplify hard-to-parse information, increasing accessibility to unique tournament mechanics for ~25+ multilingual teams across North America and Europe after identifying language barriers.

#### **Baltimore magazine**

Assistant Art Director FEB 2020 TO JUNE 2021

- Promoted in under two years from Editorial Designer for strong design and exceeding annual performance goals.
- ▶ Built partnerships with third-party art suppliers and talent worldwide, including Levy Creative and APImages. Further improved working relationship with the *Baltimore Sun*, reducing response time by two weeks through communicating thoughtfully and attentively.
- Secured brand recognition nationwide through award nominations of design excellence in web design despite increased pressure and staff shortage during Covid-19.

### **▼ TECHNICAL SKILLS**

- Adobe Creative Cloud
- Voiceflow
- UI + UX Design
- Python
- Agile methodology

- ► Figma
- Wireframing
- UX Research
- ► R

Ethnography

- ▼ SOFT SKILLS
  - ► Client Communication
- ► Teamwork
- Adaptability
- ► Time Management
- Cross-functional

- ► Team Leadership
- ► Problem Solving
- Creativity
- Attention to Detail
- Collaboration

**▼ HONORS, AWARDS AND PUBLICATIONS** 

ACADEMIC EXCELLENCE

**Postgraduate Excellence Award** 

UNIVERSITY OF NOTTINGHAM

CITY REGIONAL MAGAZINE AWARDS 2021

Multiplatform Storytelling

RECIPIENT

FOLIO AWARDS 2019

Design Team of the Year

BALTIMORE MAGAZINE

FINALIST

BALIIMURE MAGAZINE

ACADEMIC HONORS SOCIETIES

Lambda Pi Eta, Sigma Tau Delta

MEMBER

FINALIST Lambda Pi Eta, Sigma

**MESSIAH UNIVERSITY CHAPTERS** 

"INTO THIN AIR" WEB ARTICLE (DESIGN)