Hanis Yasmyn

UI/UX Designer

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Summary

UI/UX designer with a background in digital design and 4 years of experience specializing in visual and interface design. Skilled in creating user-centric, aesthetically engaging experiences with a strong foundation in design principles. Passionate about enhancing user experience and crafting intuitive, impactful products. Based in Singapore.

Skills

User research
User interface design
Information architecture
Wireframing & prototyping
Design systems
Usability testing
Project management
Graphic & motion design
Stakeholder engagement
Efficient communication
Time management

Toolkit

Figma

Photoshop

Illustrator

Premiere Pro

After Effects

Education

User Experience Design Flex

General Assembly
Mar 2024 - Sep 2024

Diploma, Visual Effects

Ngee Ann Polytechnic
School of Film & Media
2016 - 2020

Experience

Aleph Labs

UI/UX Designer, Dec 2024 - Present

Partner with clients to translate their needs into intuitive, user-focused designs. Create wireframes, prototypes, and polished interfaces while maintaining design consistency. Conduct user research, define task flows, and refine experiences through usability testing to enhance engagement and usability.

User Experience Design Flex

General Assembly, Mar 2024 - Sep 2024

Completed a 26-week intensive course focused on end-to-end UX design. Gained hands-on experience in user research, wireframing, prototyping, and usability testing. Developed user-centric solutions by applying design thinking and iterative methodologies to real-world projects.

Notable Accomplishments
Collaborated with real-life clients to design and deliver user-centric solutions. Designed various types of websites across different industries, showcasing versatility in UI/UX design. Successfully completed a capstone project, developing a comprehensive, functional website from concept to final prototype.

GetGo Carsharing

Digital Designer, Feb 2022 - Nov 2024

Designed digital and print assets, including social media, email, and out-of-home campaigns. Assisted with UI design for the GetGo website, ensuring intuitive, visually engaging interfaces. Developed and maintained brand guidelines for consistency across touchpoints.

Notable Accomplishments
Spearheaded design efforts for brand campaigns, contributing to their success in meeting campaign objectives. Played an integral role in product launches by designing interfaces and materials that effectively communicated the product's value proposition and elevated user experience.

Hustle & Bustle

Experience Designer, Jan 2021 - Feb 2022

Produced detailed 3D renderings and visualizations to represent design concepts or products. Designed and animated title sequences, transitions, lower thirds, and other visual elements for corporate videos and social media content. Clients include Lamborghini, Adidas, TikTok and more.

onedash22

Animation Intern, Feb 2019 - Aug 2019

Collaborated and worked closely with producers, directors and other animations to develop animations for projects. Assisted in the creation of 2D and 3D animations for projects. Supported the production pipeline by organizing files and managing assets.