

TAN YU TING, GERMAINE



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ABOUT ME

I am a developer with a strong interest in UIUX and I am passionate about making products that work for users. I enjoy participating in the design process to understand and contribute to how products are built with the user in mind.

I have experience in UX/frontend development, UIUX design, and full-stack software engineering.

EDUCATION

National University of Singapore (NUS) ----- Aug 2019 - Jan 2023

- o Bachelor of Computing (Computer Science) with Honours (Distinction)
- o Computer Games and Graphics Focus Area (Distinction)
- o CAP: 4.41

WORK EXPERIENCE

Associate UX Developer at Indeed.com ----- Feb 2023 - Mar 2023

- o Job Seeker Content - Company Pages
- o Improved the webpage's front-end performance by reducing 8-9% of bundle size by removing unnecessary packages.
- o Implement UI experiments on the company review writing feature for users.
- o Worked closely with other UX functions like designers and researchers to come up with designs to increase transparency and better match users' expectations during the review writing process.

UX Developer/Designer Intern at Indeed.com ----- May 2022 - Jul 2022

- o Job Seeker Content – Education Team
- o Increased the code quality of the Education UI library and improved the reusability of its components by redesigning and refactoring the code.
- o Fixed accessibility (a11y) issues of components in the Indeed Pattern Library (IPL), which is a UI library utilized company-wide, positively impacting any users who utilize its components in their products.
- o Co-led an initiative regarding shifting the feedback widget on the webpage which resulted in ~160% increase in number of ratings and ~125% increase in number of detailed feedbacks.
- o Co-led ideation sessions and designed promotional banners for the team's vision project on career coaching services. The entry-points had a 12% conversion rate and over 150 sessions booked.
- o Prioritized user needs in design and development, and effectively communicated the benefits to the UX team and PM.

Software Engineer Intern at MatchHub.co ----- May 2021 - Aug 2021

- Update existing frontend code developed in React.js
- Design new UI on Figma and develop new features
- Manage the existing backend system (Django)

SKILLS

- JavaScript
- HTML
- CSS
- React.js
- Java

UX DESIGN AND FRONT-END DEVELOPMENT

First Individual Prize for the Huawei Future Interaction Award (Fall Semester 2021/2022)

- Individual project proposing a comprehensive UI/UX solution for a smart glasses application for runners.
- Design process including ideation, Balsamiq wireframing, user interviews to Figma prototyping.
- Link to my design portfolio [here](#)

Portfolio Website ----- HTML/CSS/JS (React)

- Designed and developed a personal portfolio website displaying my skills and projects I have worked on.
- Link to my portfolio website [here](#)

SOFTWARE DEVELOPMENT

Unity ----- Game Development

Get Out of My Land – 3D Tower Defense Game

- Designed the look and feel of the game.
- Responsible for developing the card deck system of the game.
- Awarded first prize for Game Development project at the 21st SoC Term Project Showcase.
- [Itch.io](#) | [Demo Video](#) | [Repository](#)

Android Studio ----- Mobile App Development

DSTA CODE_EXP 2020 – Android Mobile Application

- Worked in a team of 5 developers to develop an “all-in-one” Android application targeted at the elderly amongst the COVID-19 situation.
- Developed with Android Studio using Java programming language, the application supports various functions such as in-app COVID-19 news updates, contact tracing and more.
- [Repository](#)

OTHER SKILLS AND INTERESTS

- Fluent in English and Mandarin (both spoken and written).
- Enjoy crocheting to create items of my own designs.
- Interest in learning different languages – took beginner classes in Korean, French and German.